



"Five Short Tables"  
1034-237  
Final Board

Date 10/15/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 10/15/15
- ☒ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Elizabeth Ito

Storyboard by  
Aleks Sennwald &  
Kris Mukai

Animation Studio  
RDK

OCT 30 2015



# ADVENTURE TIME

Sc. 1

Pnl. A

Bg.



BEARD FLAP CYCLE: (1), (2), (1), (2) ect.

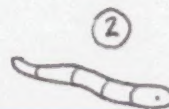
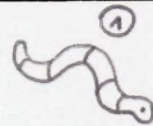
Dialog:

IK: Get back here you worm!

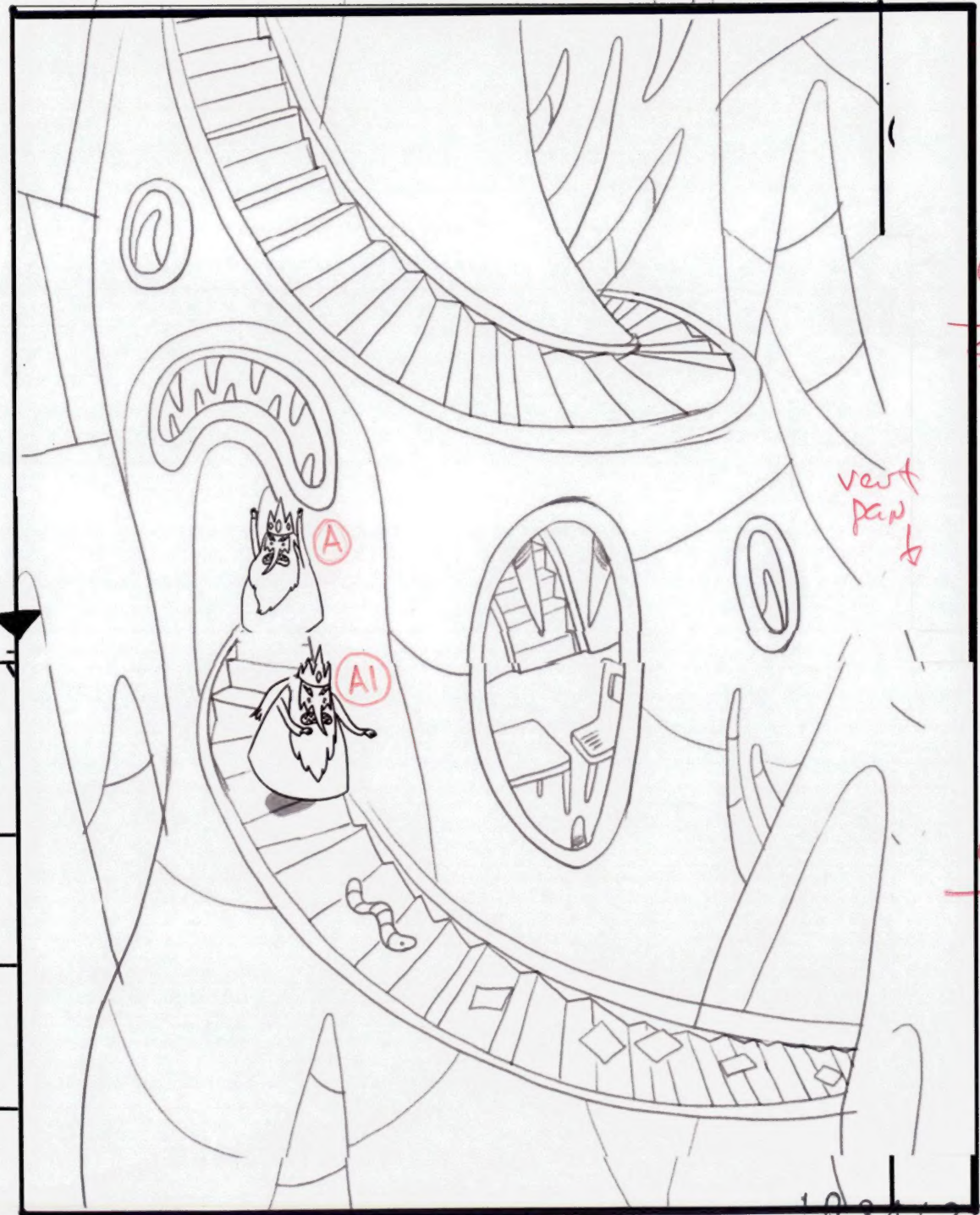
Action:

- IK chasing a worm down the stairs.

Timing:



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Start

on BG

(A)

start

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Pan

↓

worm IK

(A)

A stop

Production :

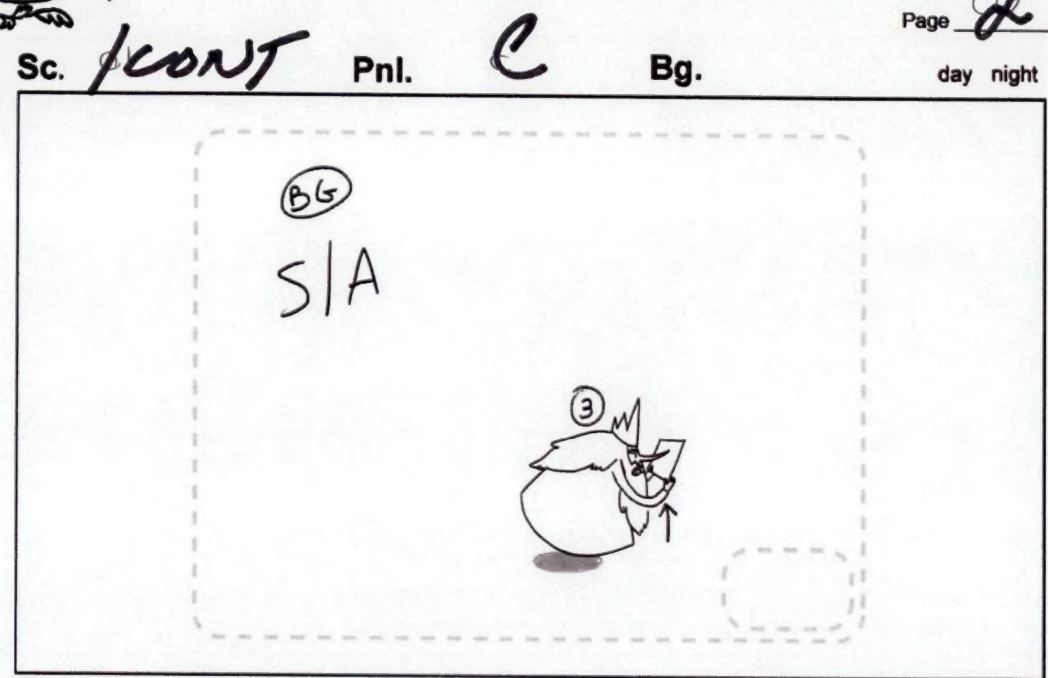
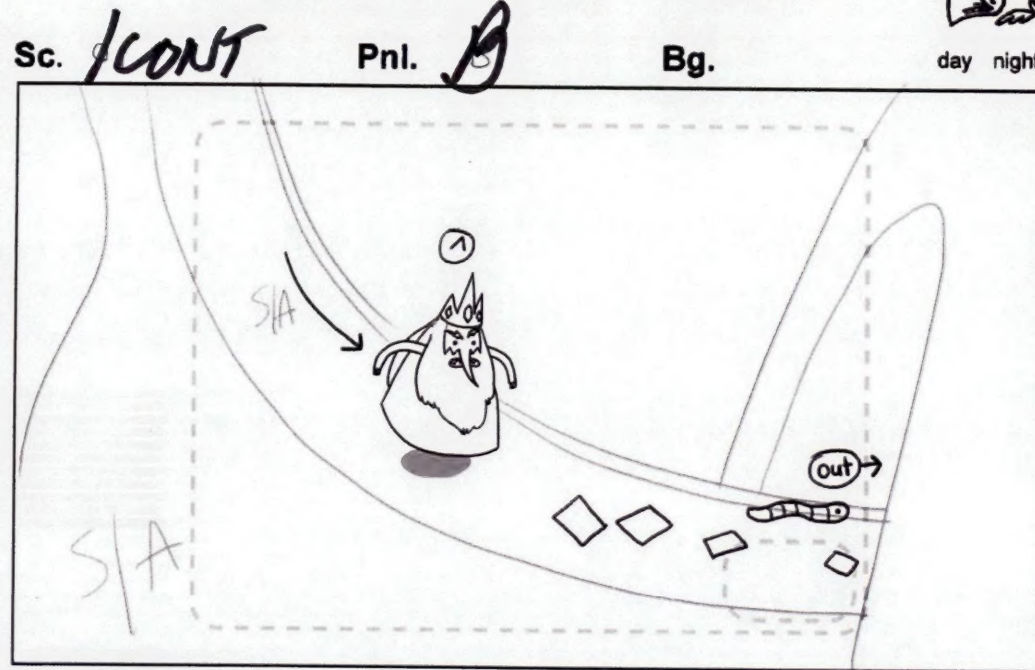
stop

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# ADVENTURE TIME



**Dialog:**

IK: What? The last chapter of "Cosmic Kissing"?

**Action:**

**Timing:**

-IK sees papers on the stairs and stops

OCT 30 2015

1 2

-IK Picks up the first piece of paper.

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Production :

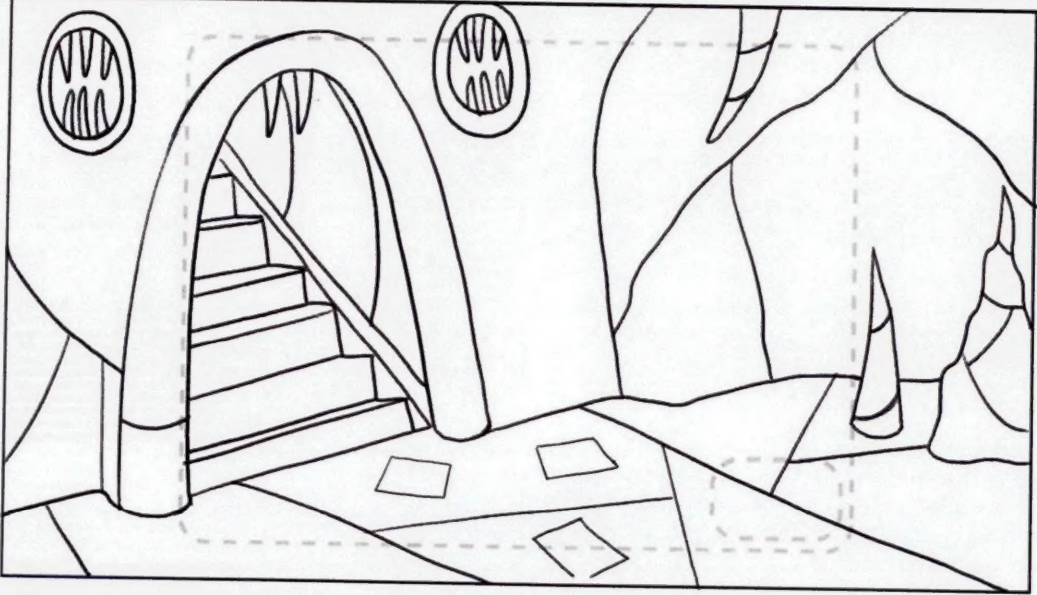
1034/237



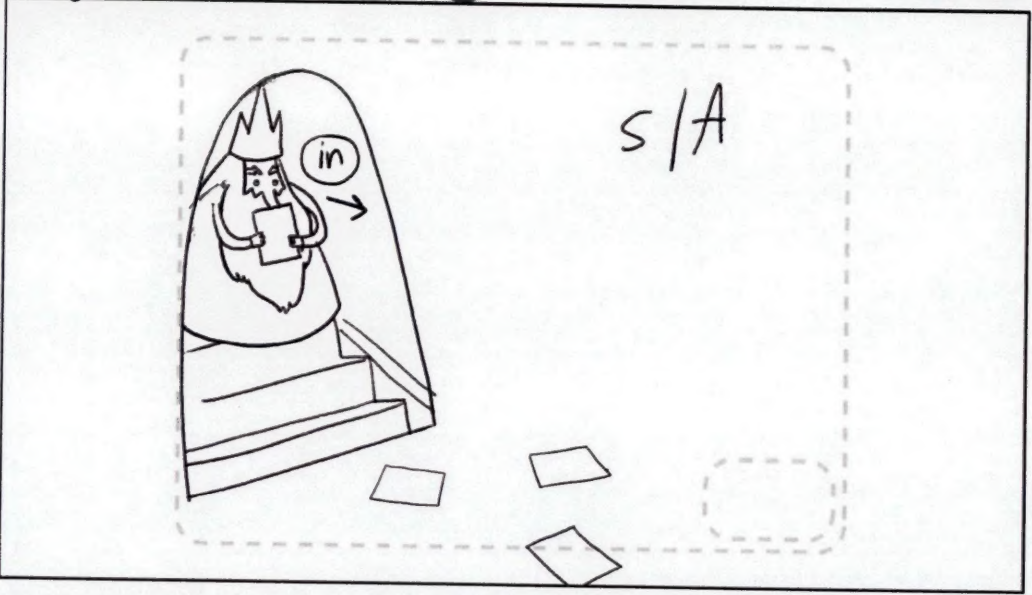
ADVENTURE TIME



Sc. 2 Pnl. A Bg. day night



Sc. 2 CONT Pnl. B Bg. day night



Dialog:
Action:
Timing:

-IK WALKS ON/S.

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Production :

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# ADVENTURE TIME

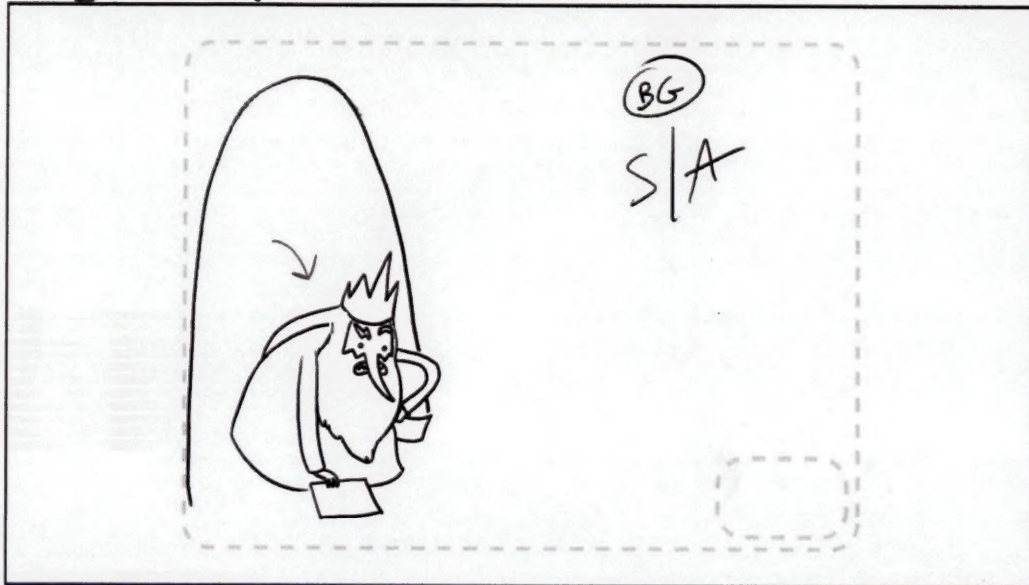


Page 11

Sc. 2 CONT Pnl. C

Bg.

day night



Sc. 2 CONT Pnl. D

Bg.

day night



Dialog:

IK: My stirring lyrical interlude from  
"Fionna goes to the market?"

Action:

-IK PICKS UP PAGE

Timing:

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Production :

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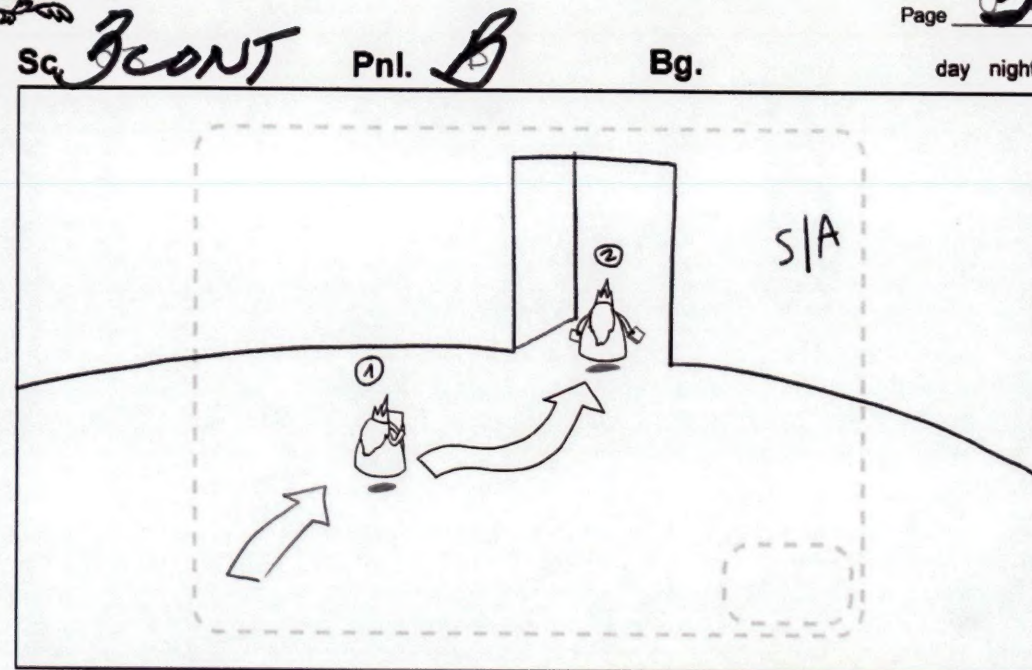
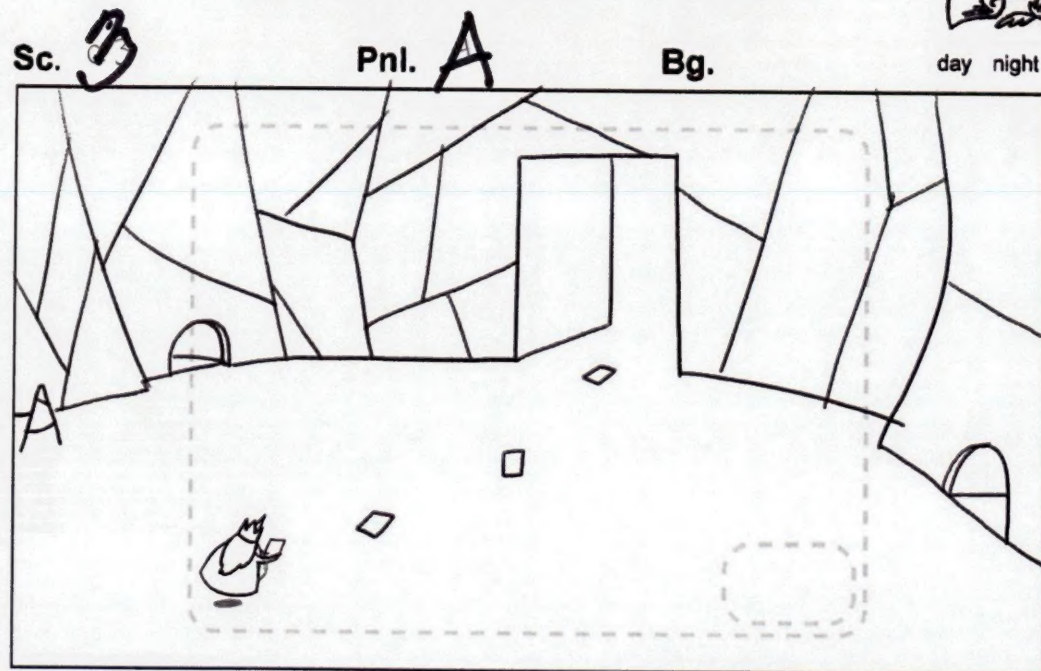
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# ADVENTURE TIME



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Production :

Dialog:

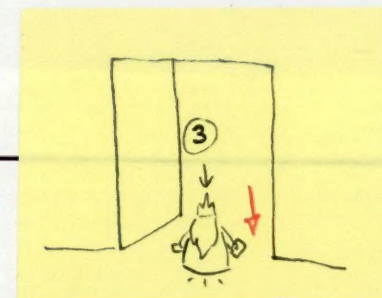
BEARD cycle (A)/(A1)

IK: ① The epilogue from "Flame Prince Breaks a sweat" !

② GASP!

Action: -IK fleeing to each piece of paper,  
Picking them up faster + faster.

Timing:



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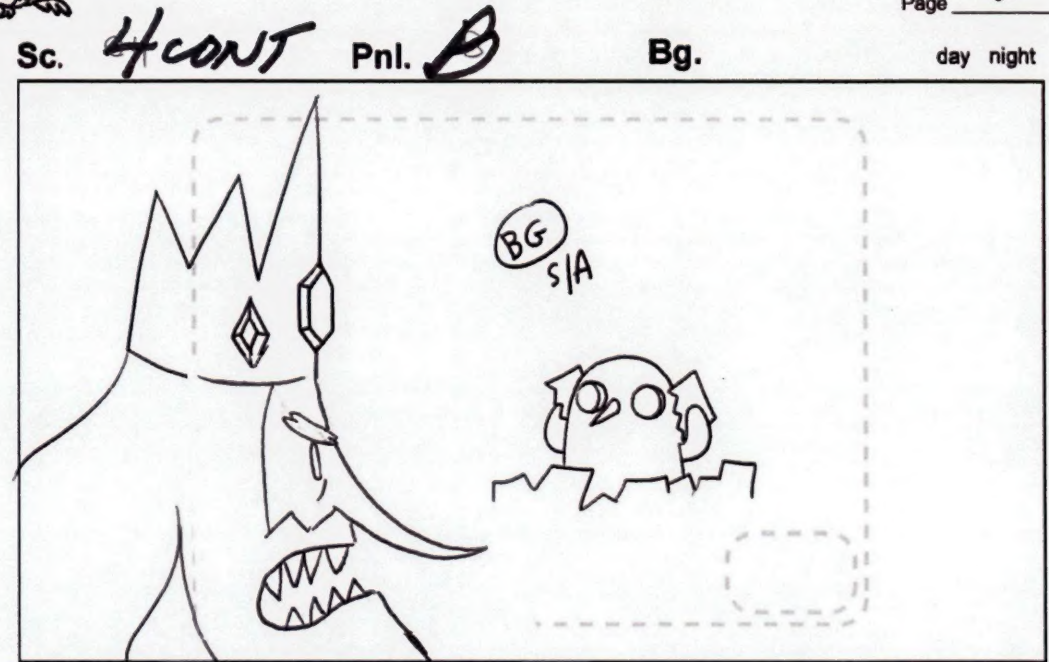
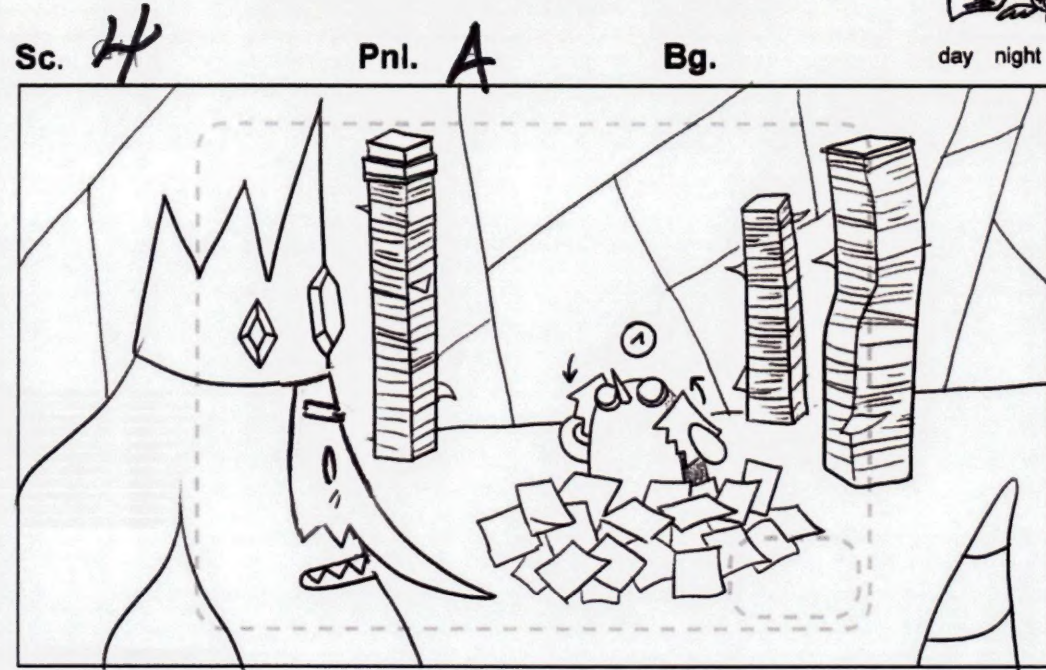
1034/237



# ADVENTURE TIME



Page 6



## Dialog:

SFX: \* SHFF - SHFF \*

## Action:

- GUNTHER RUBS PAGES ON HIS FACE

Ⓒ stops

OCT 30 2015

## Timing:

- Alternate between  
① and ②



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Production :

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# ADVENTURE TIME



NO SC'S  
5-6

Page 7  
NO PG 8  
day night

Sc. 4 CONT Pnl. C

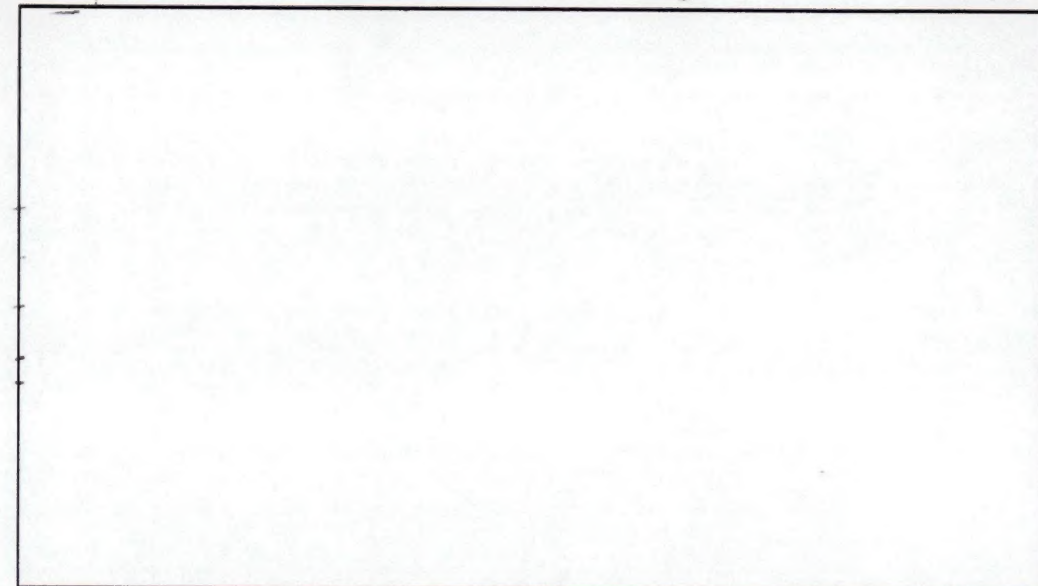
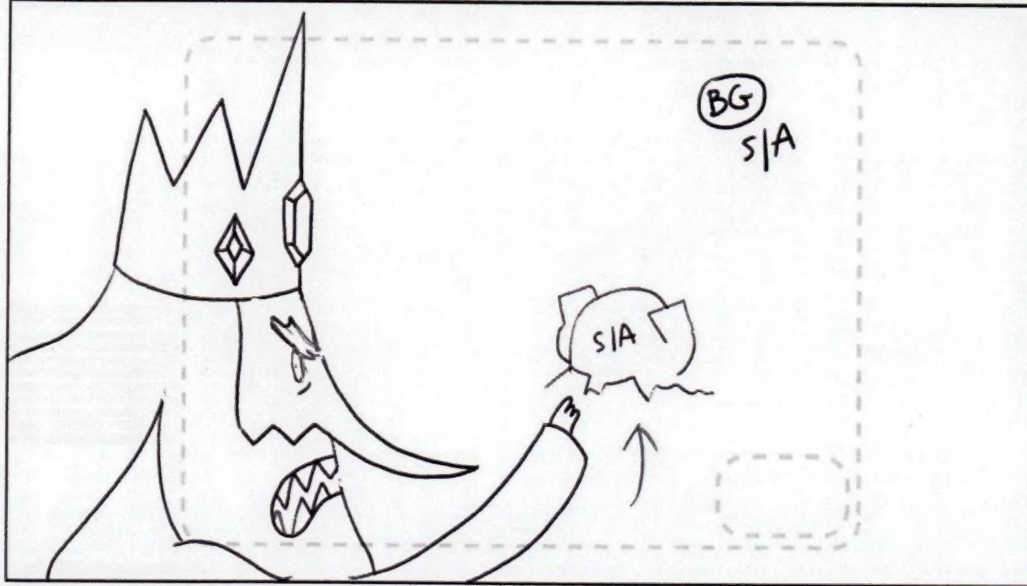
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

IK: Who gave you permission to  
edit my fanfiction?

Action:

Disdainfully throws the papers  
away.

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Timing:

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Production :

1034'237

1034'237



ADVENTURE TIME



Page 9

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
<u>7</u>	<u>A</u>			

Dialog:	<u>Ik: Prepare-to-be-punished!</u>
Action:	voice: Said slowly in a low hiss.
Timing:	OCT 30 2015

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Production :

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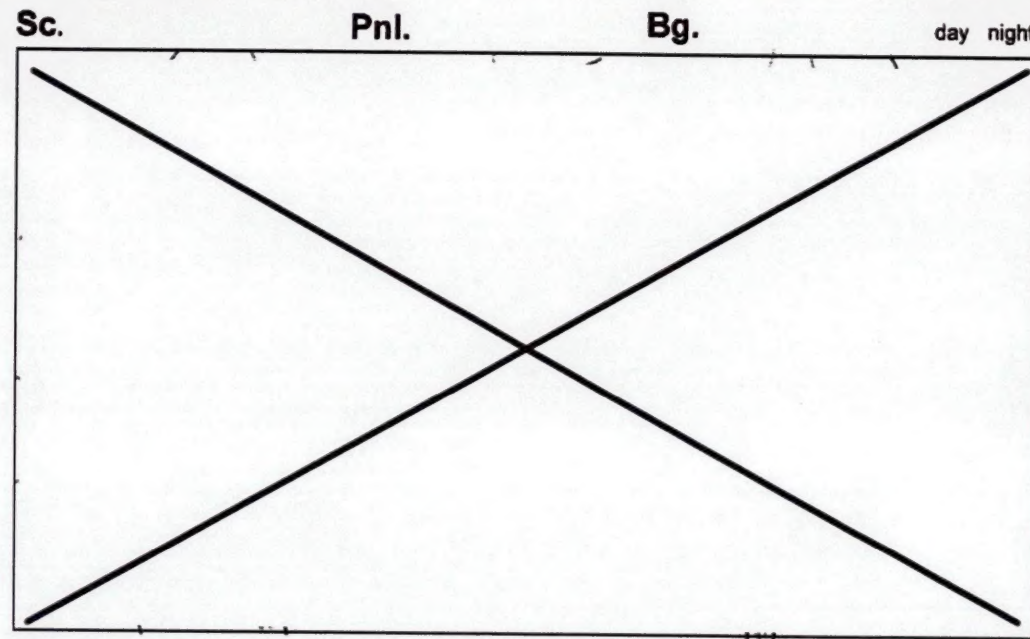
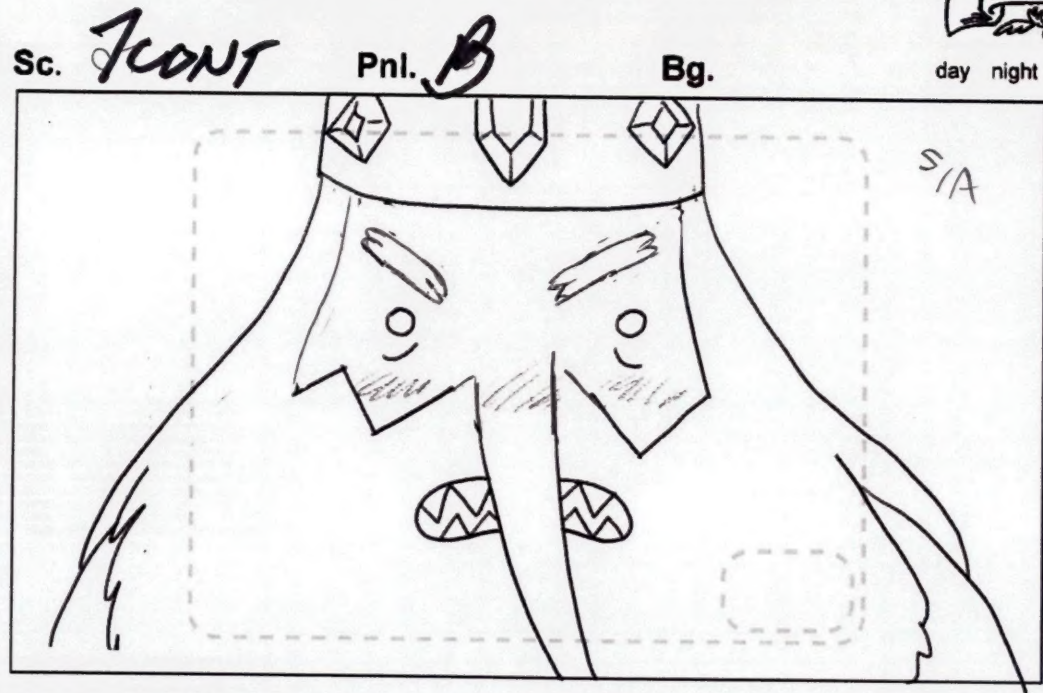


# ADVENTURE TIME



No Sc 8

Page 10



Dialog:	<u>IK</u> : But first. What-did-you-think?	
Action:	Same slow low hiss. slightly blushes	OCT 30 2015
Timing:		

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Production :

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1034/237



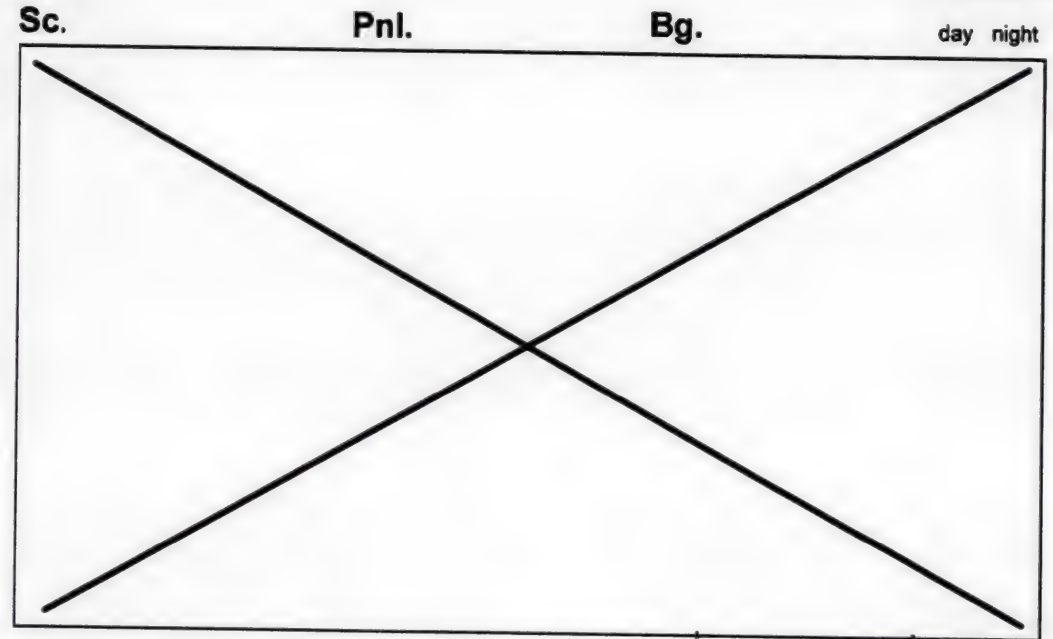
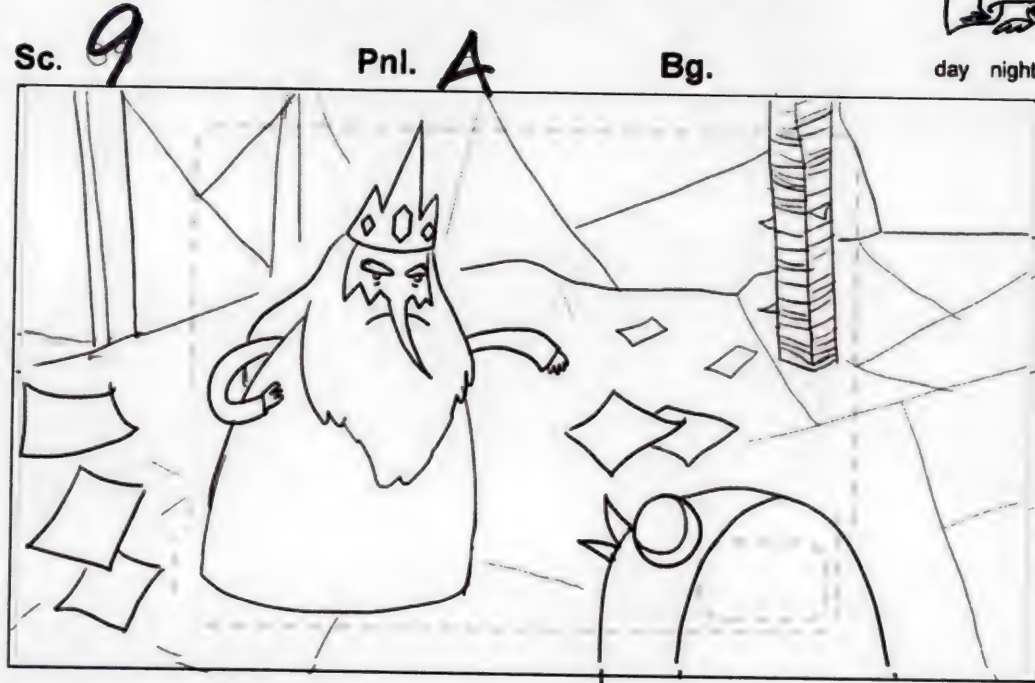
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# ADVENTURE TIME



Page 11



Dialog:	<u>G</u> : WENK!
Action:	- I K DROPS PAPERS.
Timing:	OCT 30 2015

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Production :

1034/237

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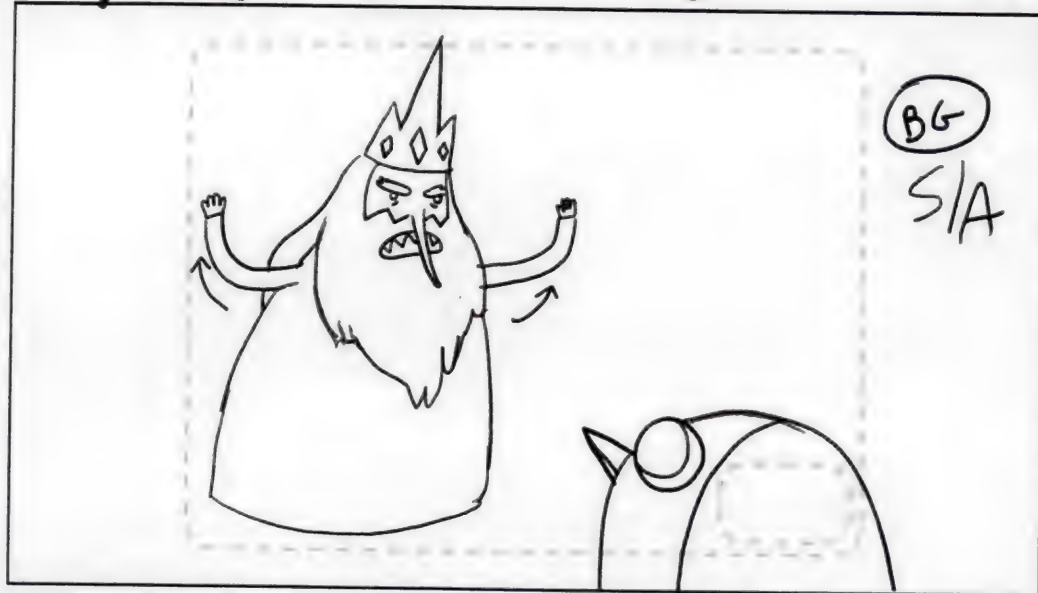
# ADVENTURE TIME



Sc. **9 CONT** Pnl. **B**

Bg.

day night

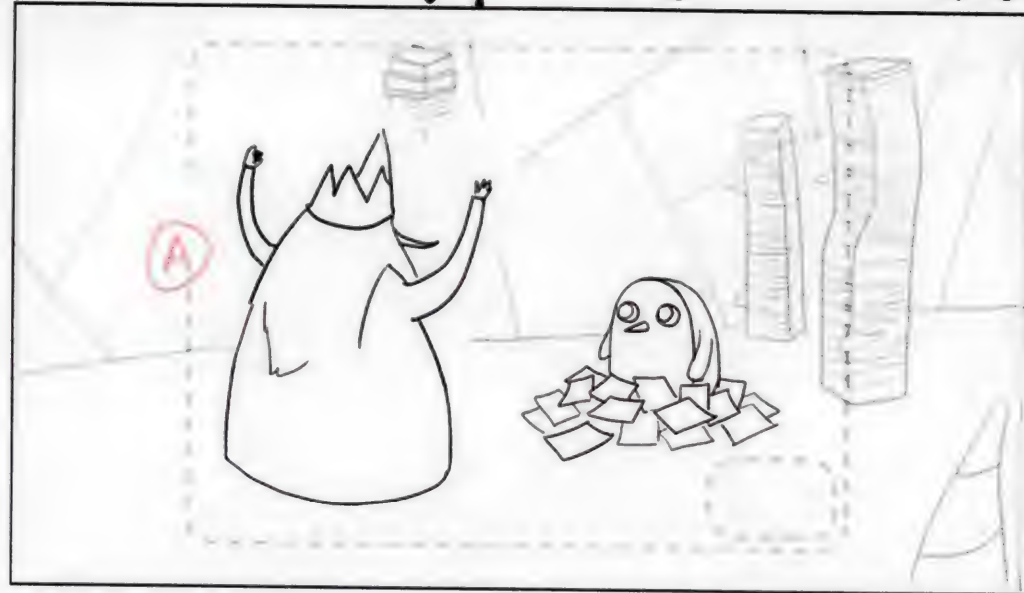


Sc. **10**

Pnl. **A**

Bg.

Page **12**  
day night



EPISODE # **1034-237**

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Dialog:

IK: Great Critique!

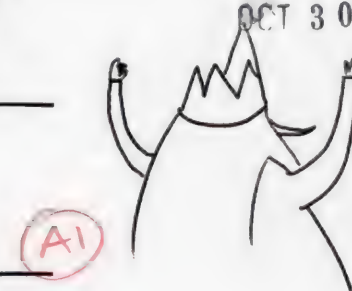
IK: I'd love to hear your thoughts on...

Action:

- IK charges up Ice Magic

Timing:

OCT 30 2015



Production :

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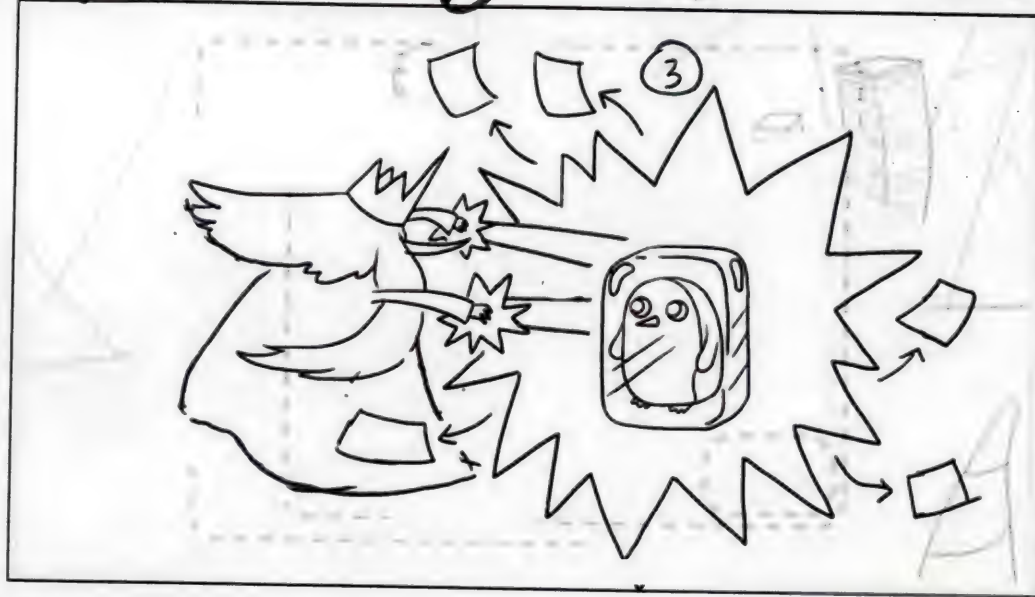
# ADVENTURE TIME



Sc. 10 CONT Pnl. B

Bg.

day night

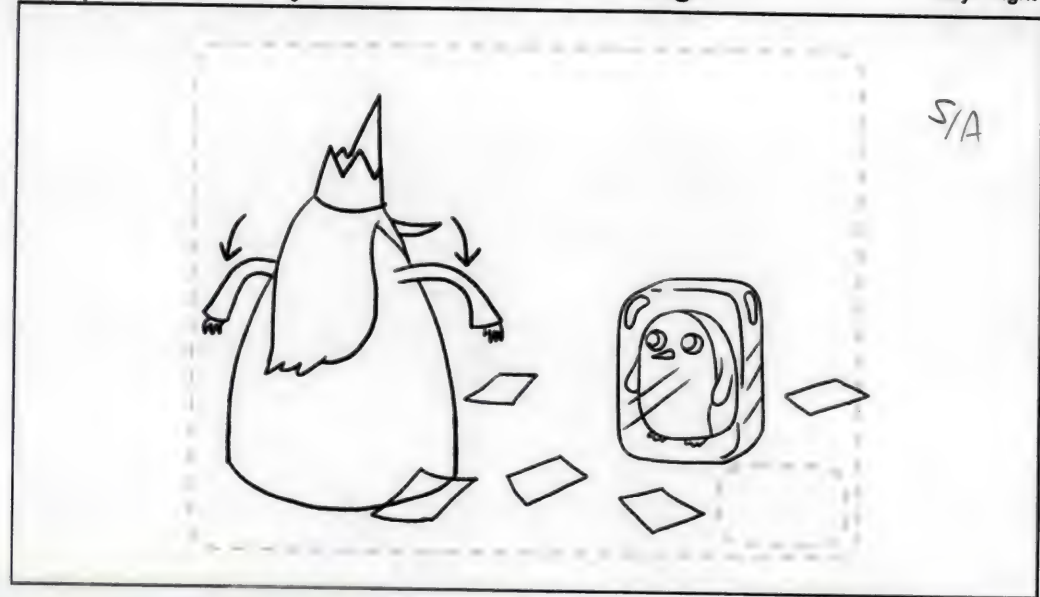


Sc. 10 CONT Pnl. C

Bg.

Page 13

day night



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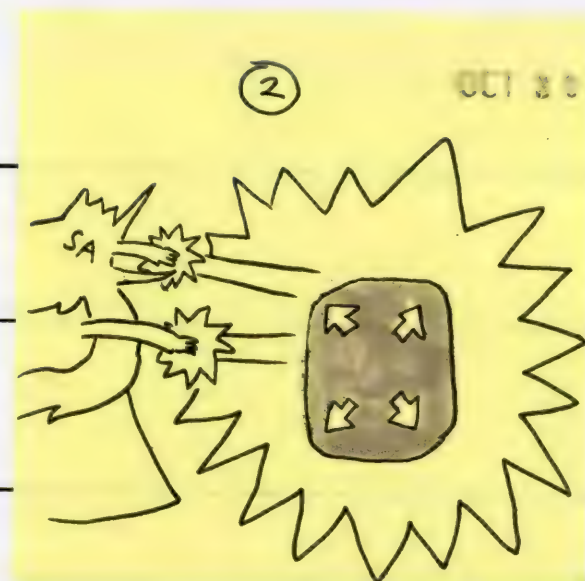
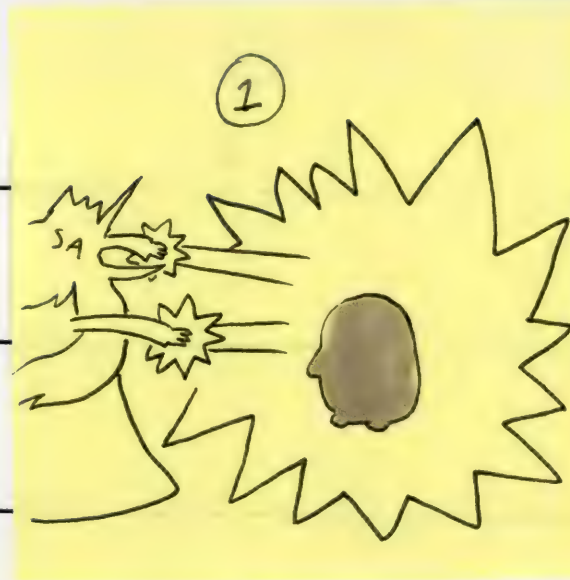
Dialog:

IK: THIS!

Action:

-IK FREEZES GUNTER.

Timing:



Production :

1034/237



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# ADVENTURE TIME



Sc. 11

Pnl. A

Bg.

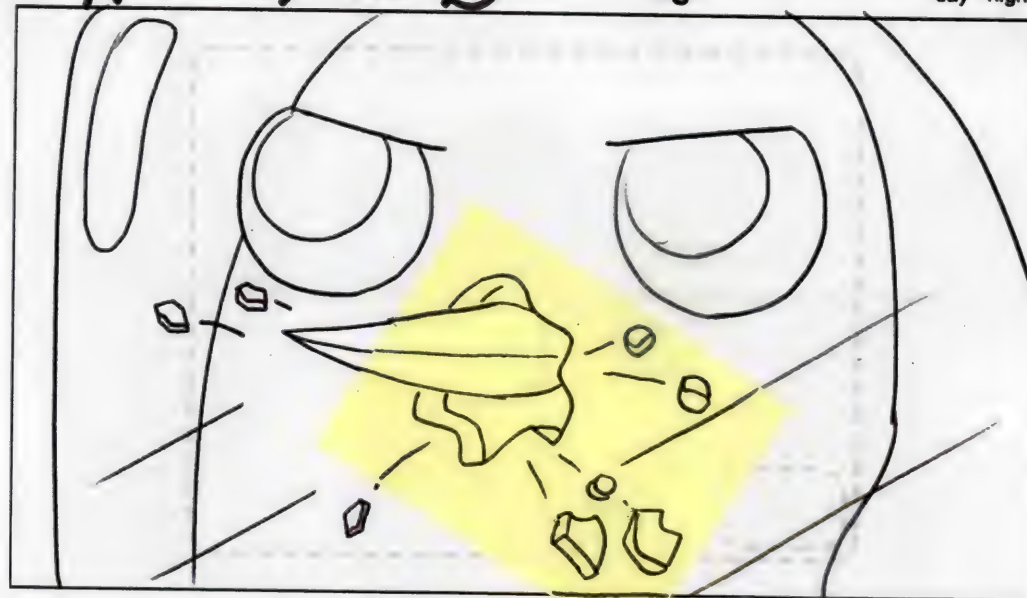
day night



Sc. 11 CONT Pnl. B

Bg.

Page 14  
day night



Dialog:

SFX : CREEEAK

SFX : CRACK

Action:

- G's Beak breaks through  
ICE

OCT 30 2015

Timing:

Production :

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ADVENTURE TIME



No Sc 12

Sc. 11 CONT

Pnl. C

Bg.

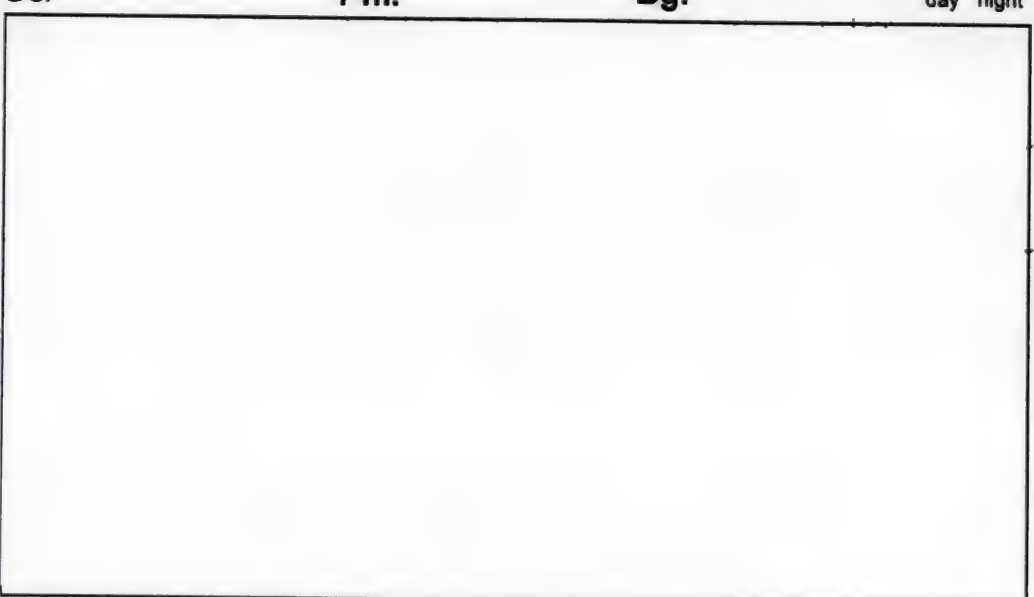
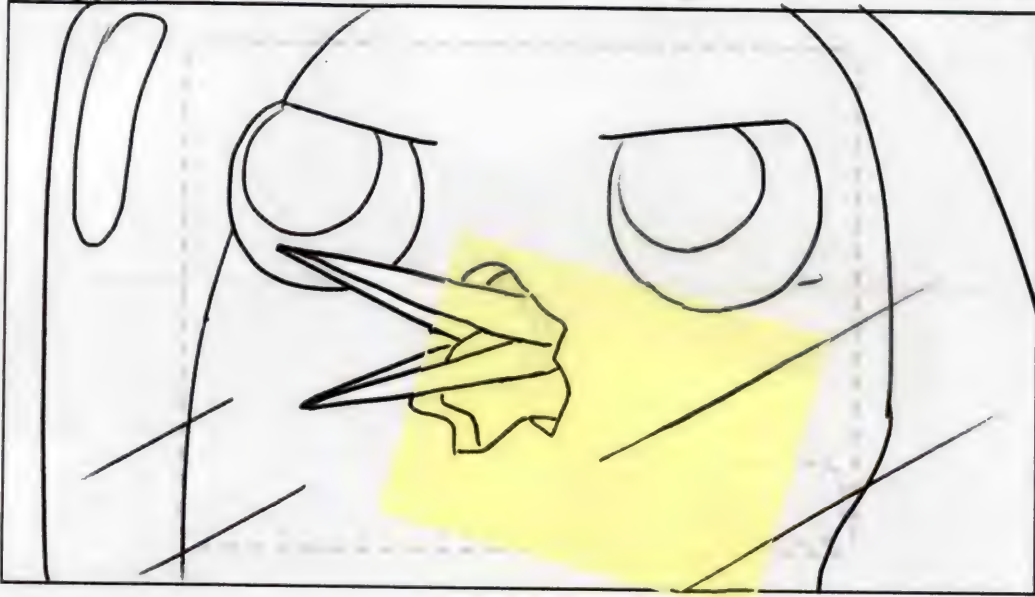
day night

Sc.

Pnl.

Bg.

Page 15  
NOPG16  
day night



Dialog:	G : WENK!	IK : PSH!
Action:		
Timing:		

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# ADVENTURE TIME

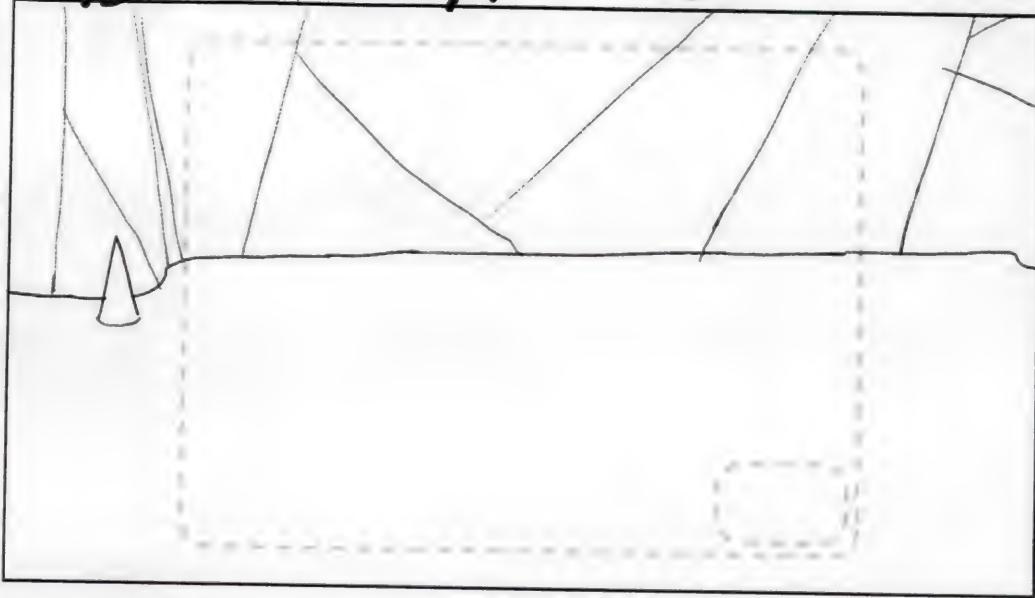


Sc. **13**

Pnl. **A**

Bg.

day night

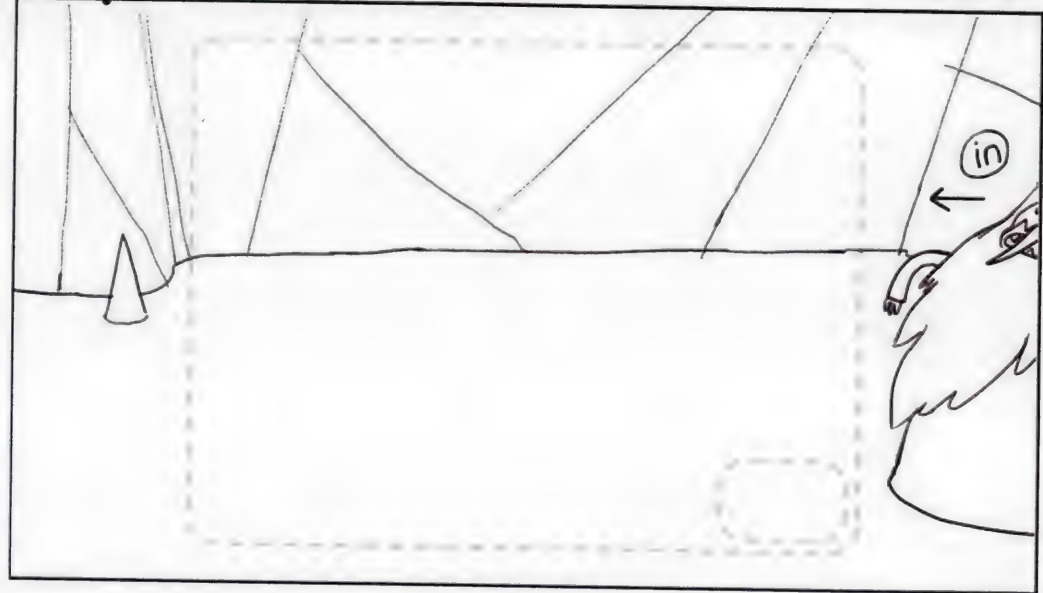


Sc. **13 cont** Pnl. **B**

Bg.

Page **17**

day night



EPISODE # **1034-237**

Dialog:

Action:

-1K MARCHES ON/S.

OCT 30 2015

Timing:

Production :

1034/237

1034, 237



# ADVENTURE TIME



Page 18  
day night

Sc. 13 cont Pnl. C

Bg.

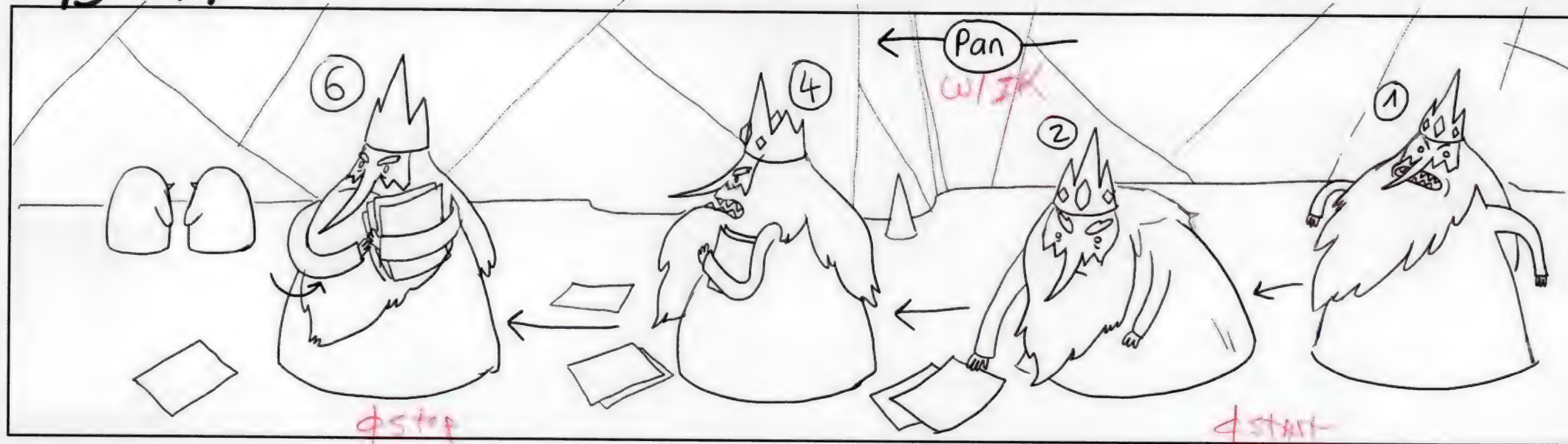
day night

Sc.

Pnl.

Bg.

day night



EPISODE # 1034-237

(START)

1034/237

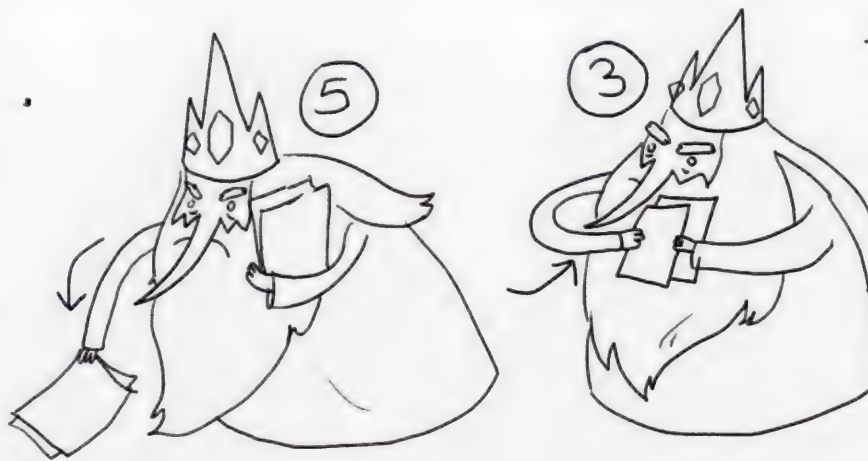
Dialog:

① IK: I don't need an editor.

Action:

- IK GATHERS UP w/  
- PAN w/ IK

Timing:



④ IK: I'm MY OWN EDITOR.

OCT 30 2015

Production :

1034/237

1034, 237

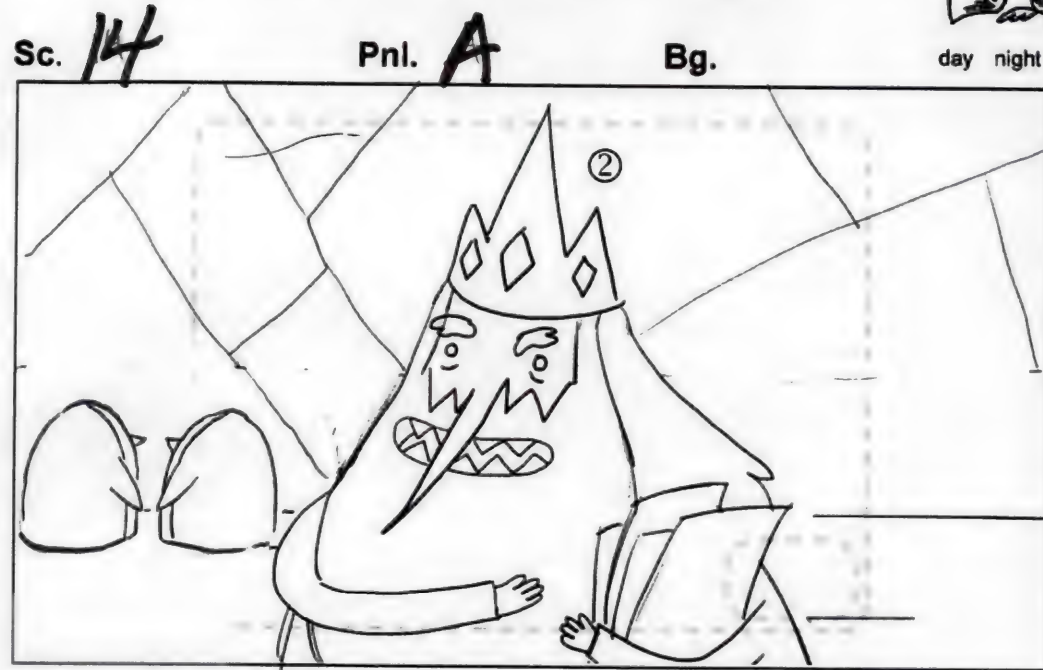
STOP



# ADVENTURE TIME



Page 19  
day night



EPISODE # 1034-237

1034/237

Dialog: IK: Editor-In-King.

Action:

Timing:



SFX: Ripping tape in BG



OCT 30 2015

Production :

chinrub: alternate between B1 and B2

1034/237



# ADVENTURE TIME



Sc. **14 cont** Pnl. **C**

Bg.

day night

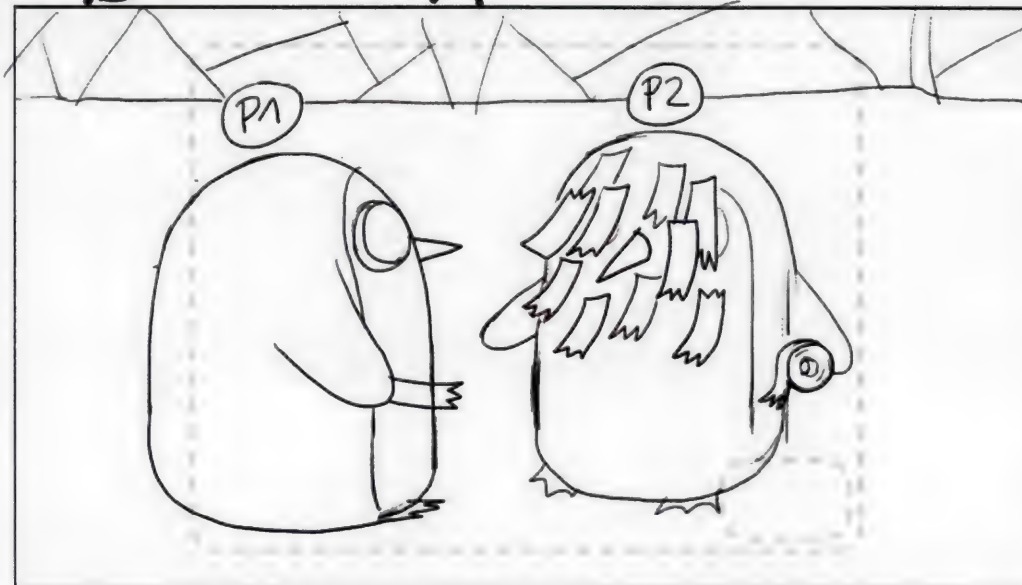


Sc. **15**

Pnl. **A**

Bg.

day night



Dialog:

IK: Huh?

SFX: <TAPE RIPS>

Action:

-IK turns

- ADJ - LEFT w/ IK

Penguin ② has pieces of tape all over its face.

P① is holding a piece of tape. OCT 30 2015

Timing:

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Production :



# ADVENTURE TIME



Page **21**

Sc. **15 CONT** Pnl. **B**

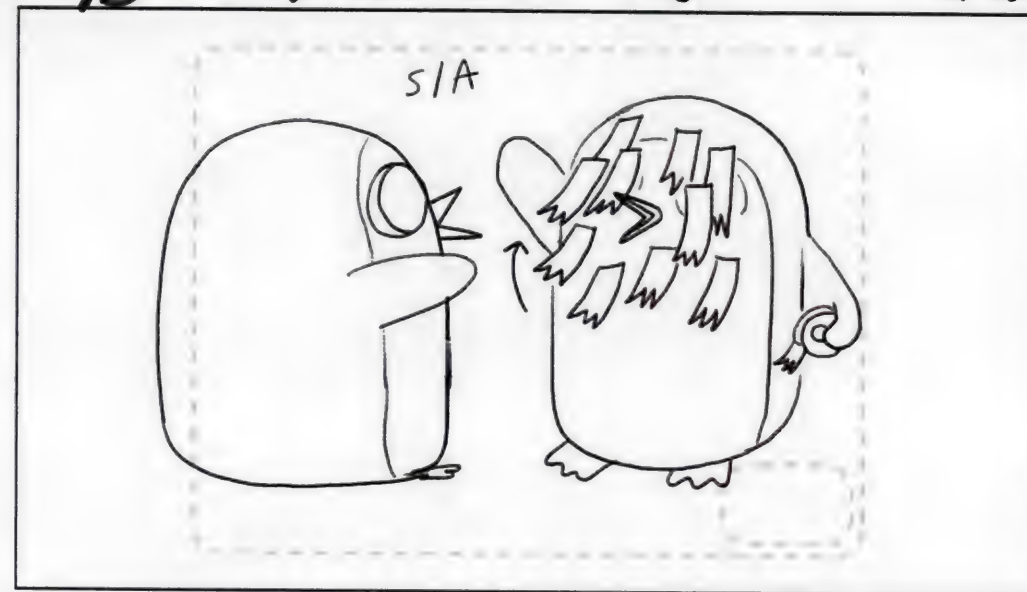
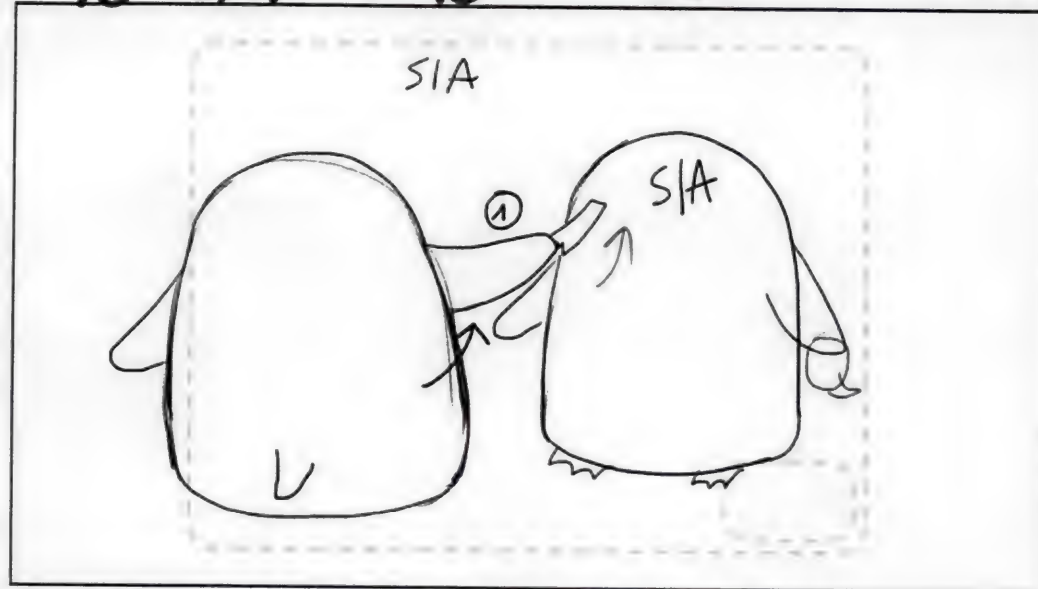
Bg.

day night

Sc. **15 CONT** Pnl. **C**

Bg.

day night



EPISODE # **1034-237**

1034/237

Dialog:

Penguins: WENK! WENK! WENK! WENK!  
(laughing)

ALT / DEADPAN "HAHAHA"

Action:

P① sticks the piece of tape on P②

Timing:



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Production :

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1034, 237



# ADVENTURE TIME



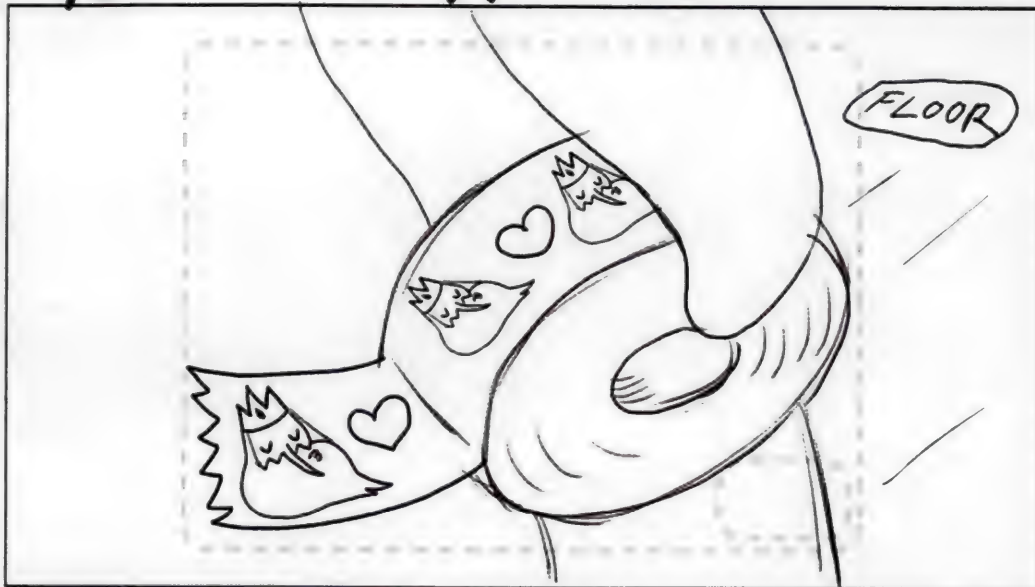
Page **22**  
day night

Sc. **16**

Pnl. **A**

Bg.

day night

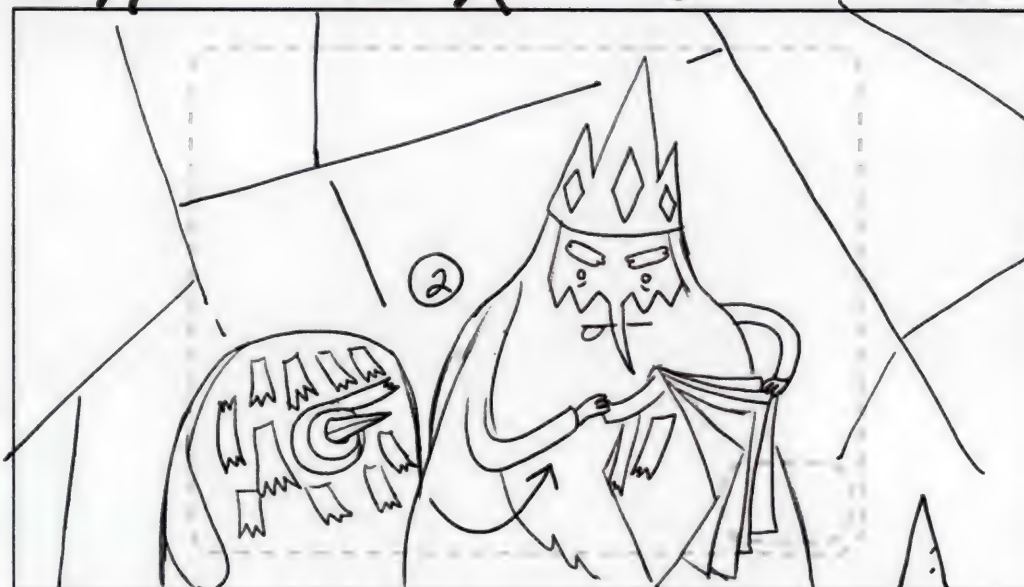


Sc. **17**

Pnl. **A**

Bg.

day night



EPISODE # 1034-237

1034/237

Dialog:

**IK** V/O: My custom tape.

Action:

-IK PUTS TAPE  
ON FANFIC.

Timing:



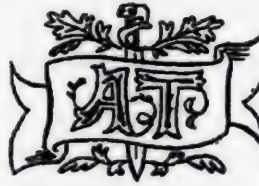
OCT 30 2015

Production :

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# ADVENTURE TIME



Page **23**

Sc. **17 CONT** Pnl. **B**

Bg.

day night

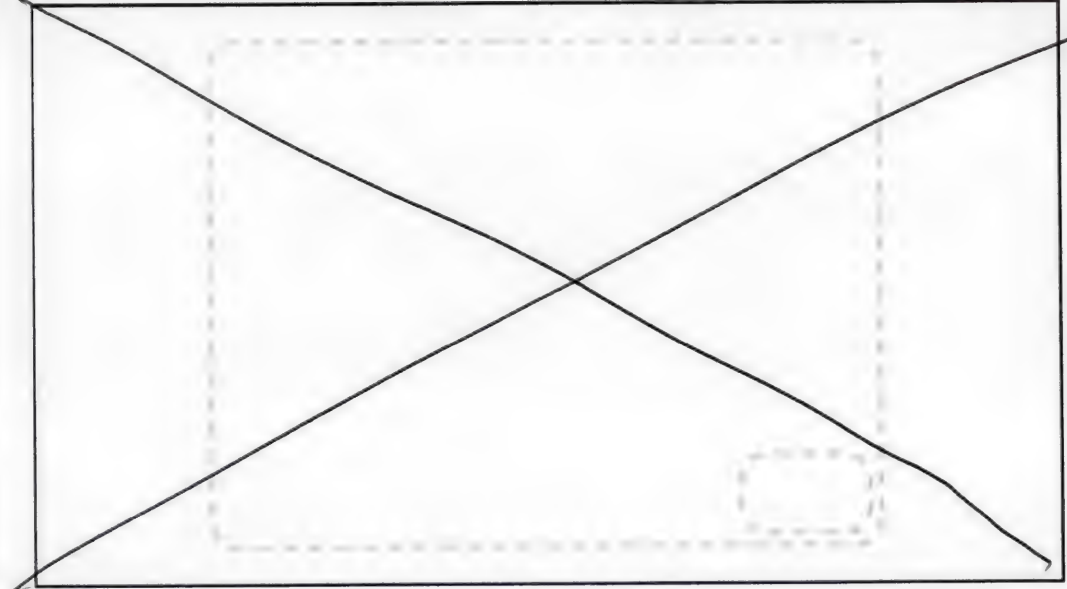


Sc.

Pnl.

Bg.

day night



Dialog:

IK: ♪ REMIX! ♪

Action:

-IK Flips through the newly taped book

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Timing:

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Production :

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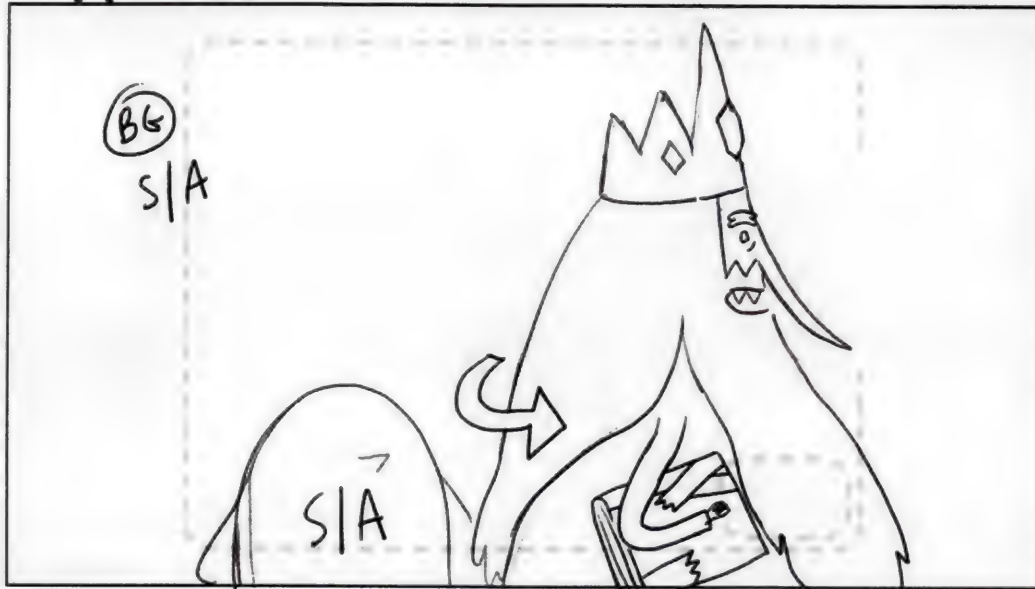


Page **24**  
day night

Sc. **17 CONT** Pnl. **C**

Bg.

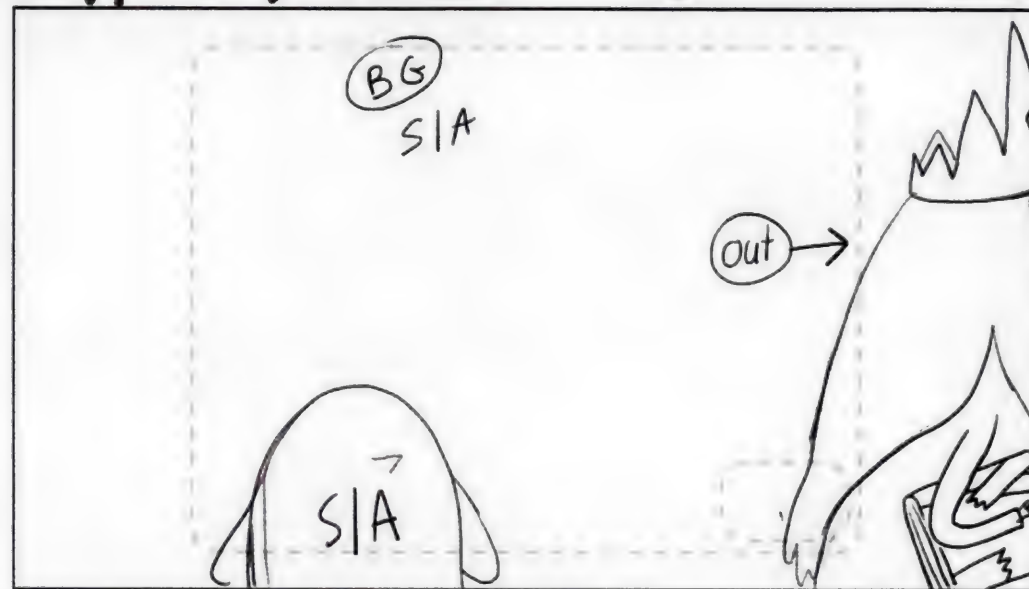
day night



Sc. **17 CONT** Pnl. **D**

Bg.

day night



Dialog:

Action:

-lk WALKS OFF/SI

OCT 30 2015

Timing:

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Production :

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1034/237

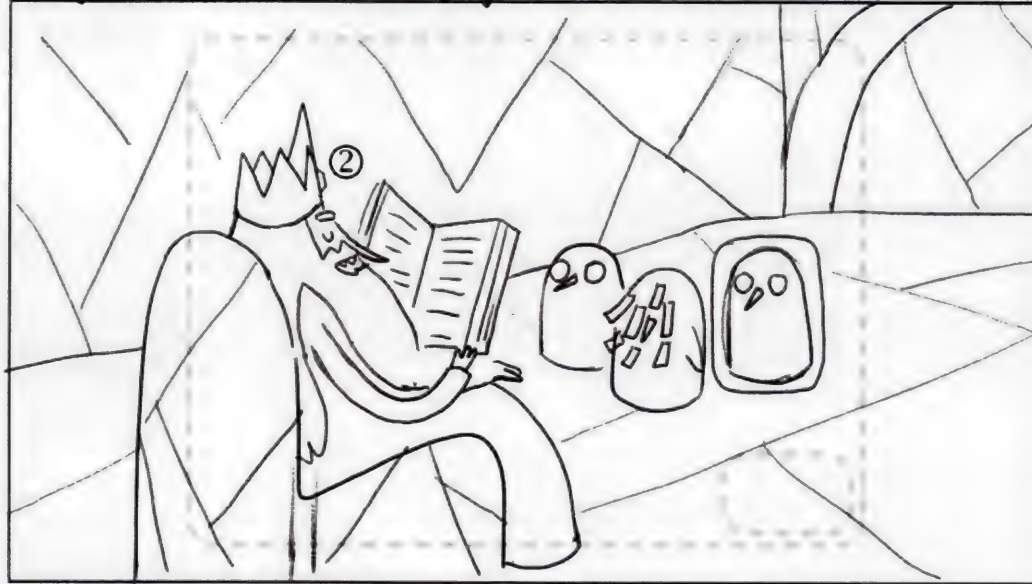


# ADVENTURE TIME

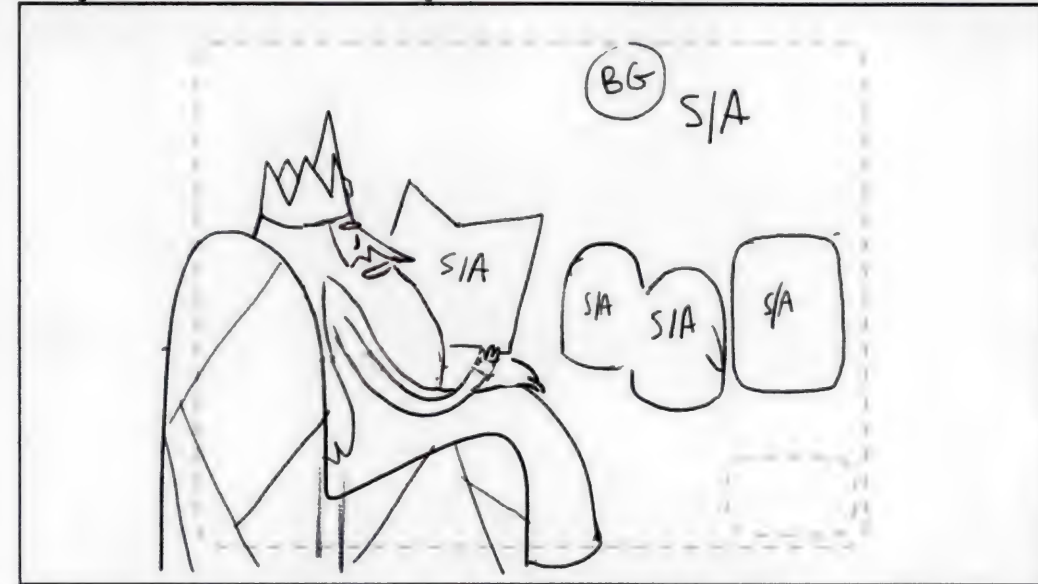


Page **25**  
**807626**  
day night


Sc. **18** Pnl. **A** Bg. day night



Sc. **18** Pnl. **B** Bg. day night



EPISODE # **1034-237**

Dialog:	<u>Ik</u> : Ahem	Ik: "Sunlight gleamed through the window. as Fionna sat patiently at the breakfast table..."
Action:	- Ik SITS IN EASY CHAIR W/ FANFIC	OCT 30 2015
Timing:		

Production :

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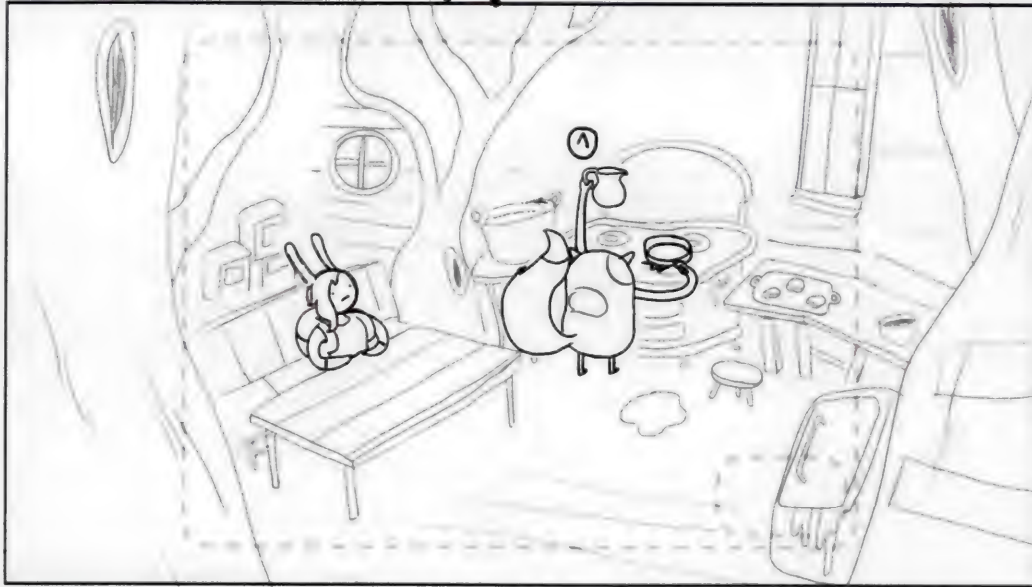


Sc. **19**

Pnl. **A**

Bg.

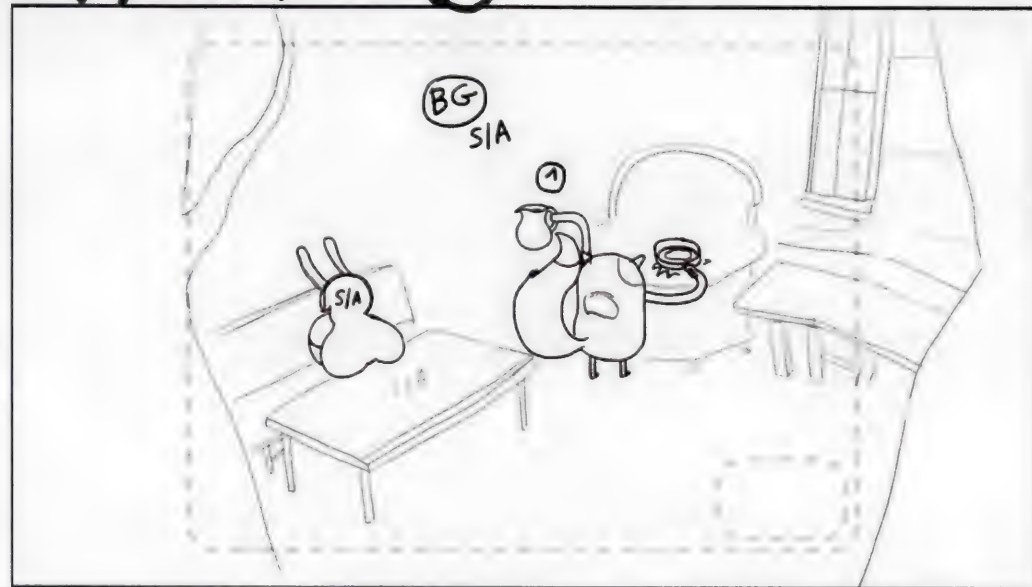
day night



Sc. **19 cont** Pnl. **B**

Bg.

day night



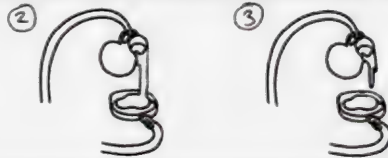
Dialog:

~~XX~~ X DISS

Action:

① Pouring batter into pan

Timing:



SFX: \* H S S S S \*



OCT 30 2010

Production :

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# ADVENTURE TIME



Page **28**

Sc. **19 cont** Pnl. **C**

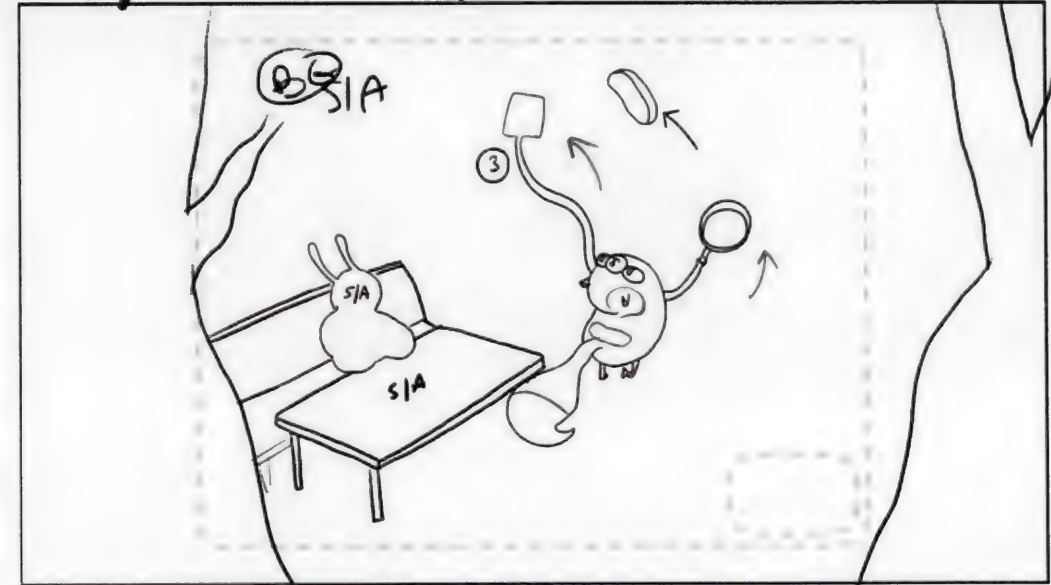
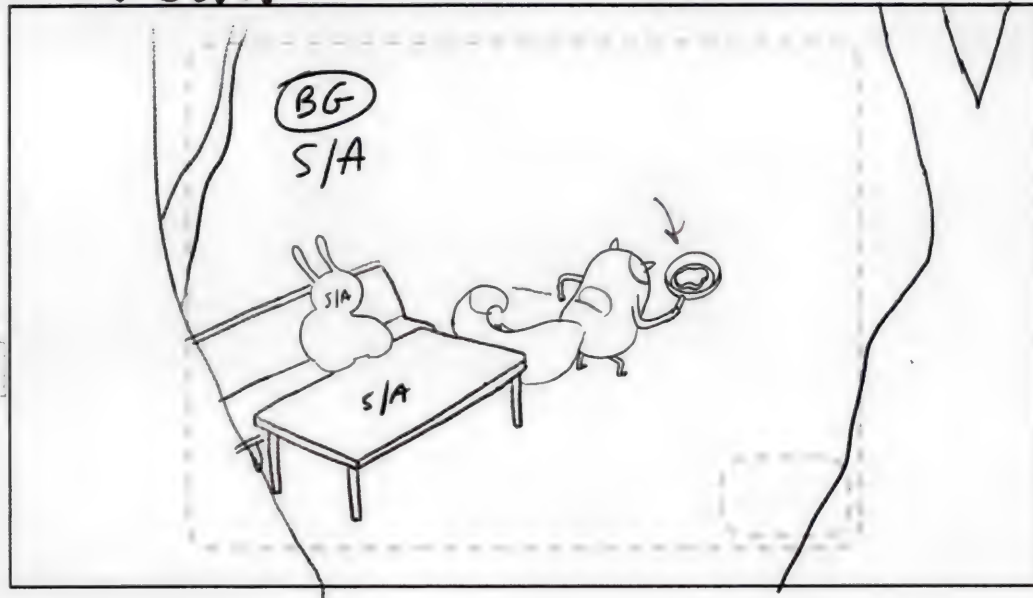
Bg.

day night

Sc. **19 cont** Pnl. **D**

Bg.

day night



EPISODE # 1034-237

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Dialog:		<u>Cake</u> : Hop!	
Action: <u>C</u> spreading batter in pan		C's hand turns into a spatula.	
Timing:		OCT 30 2015	

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# ADVENTURE TIME



Page **29**

Sc. **19 cont** Pnl. **E**

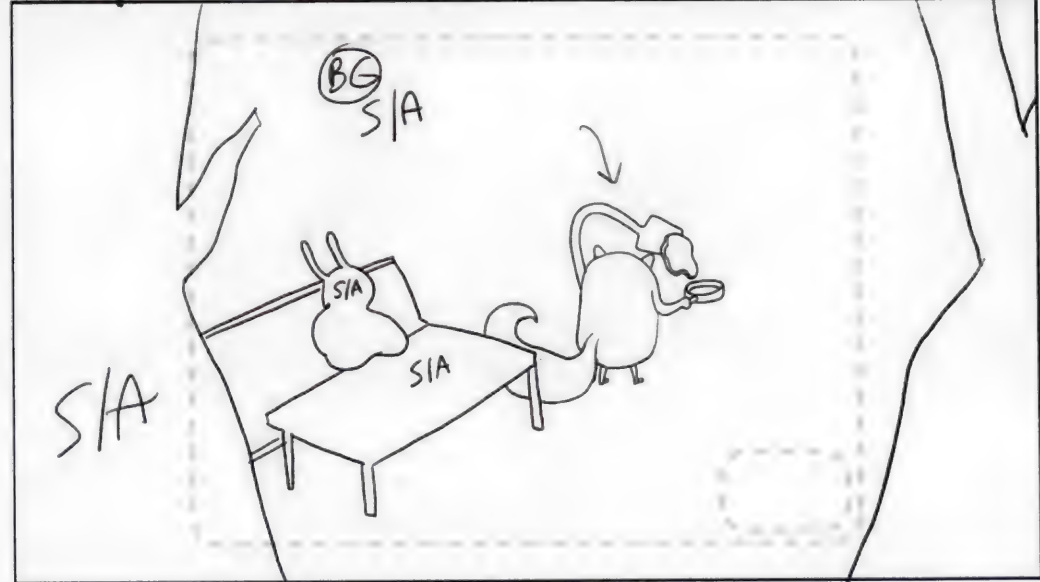
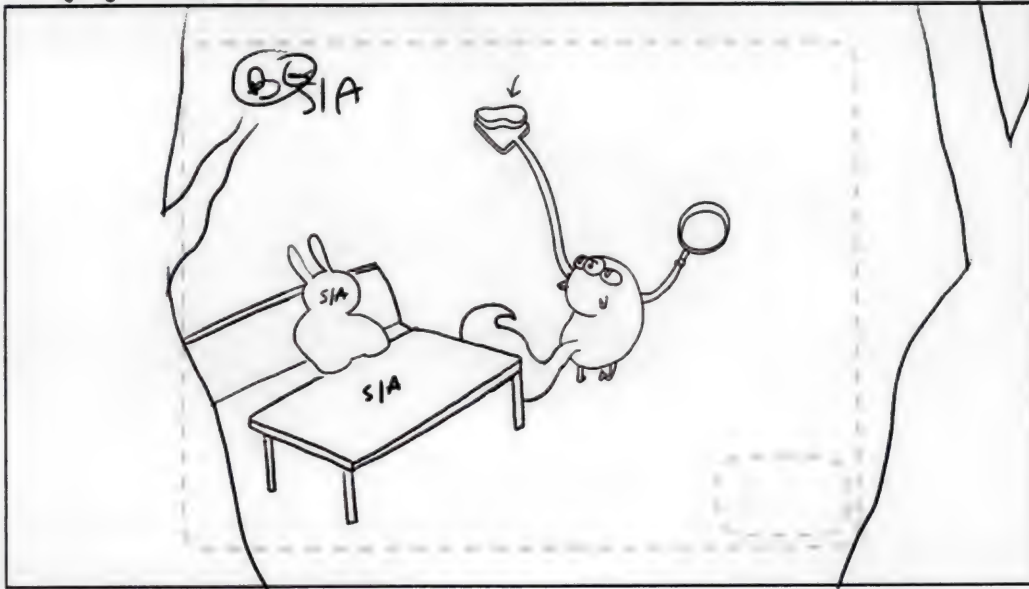
Bg.

day night

Sc. **19 cont** Pnl. **F**

Bg.

day night



Dialog:

Action:

- C. CATCHES PANCAKE.

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Timing:

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Production :

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1034/237

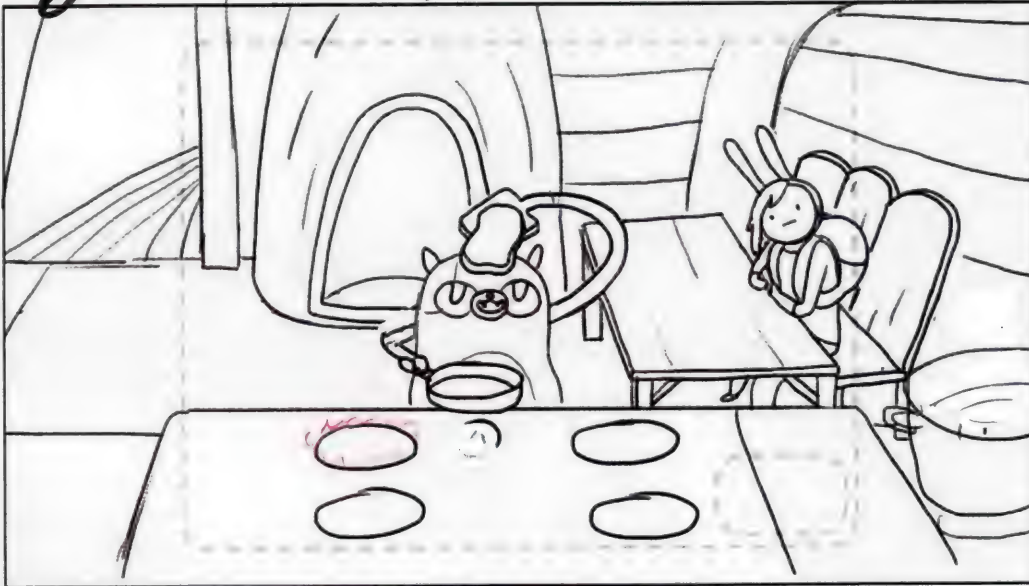


ADVENTURE TIME

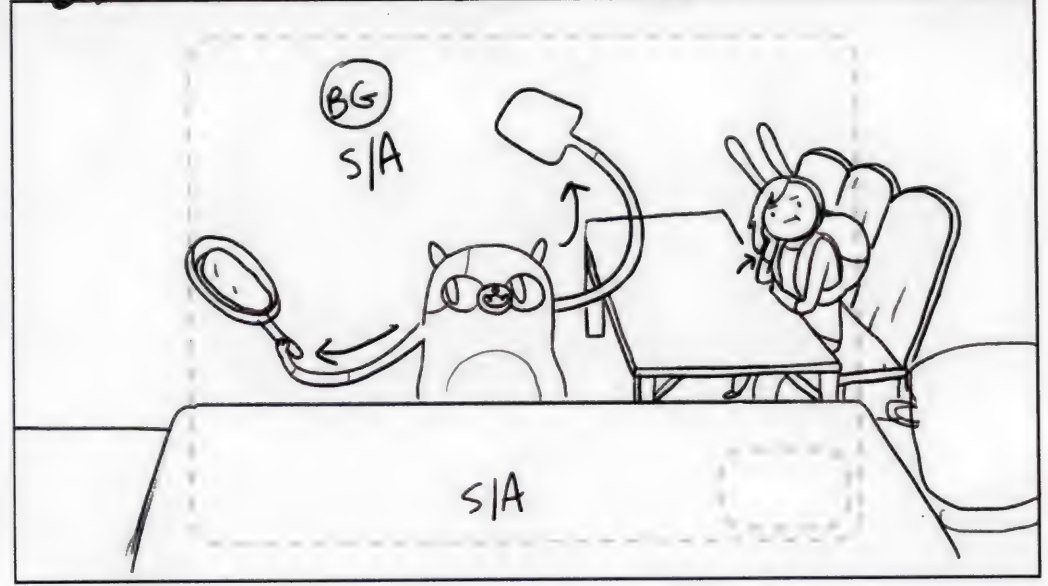


Page 30

Sc. 20 Pnl. A Bg. day night





Sc. 20 CONT Pnl. B Bg. day night



Dialog:

Action: - C PLOPS PANCAKE IN PAN, JUL 30 2015

Timing:  ②  ③

1034/237

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EPISODE # 1034-237

Production :

1034/237

1034/237

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# ADVENTURE TIME

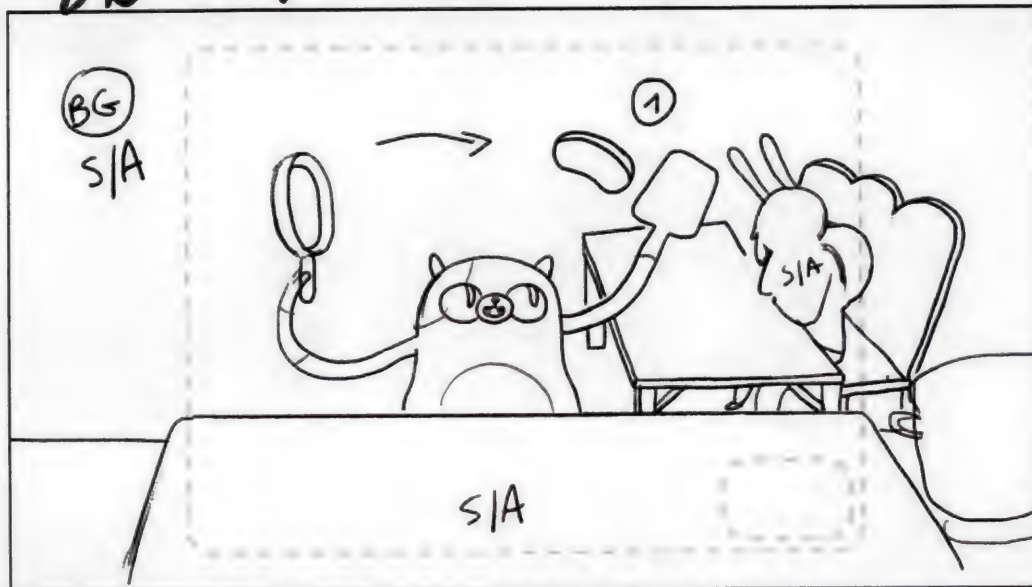


Page 31

Sc. 20 CONT Pnl. C

Bg.

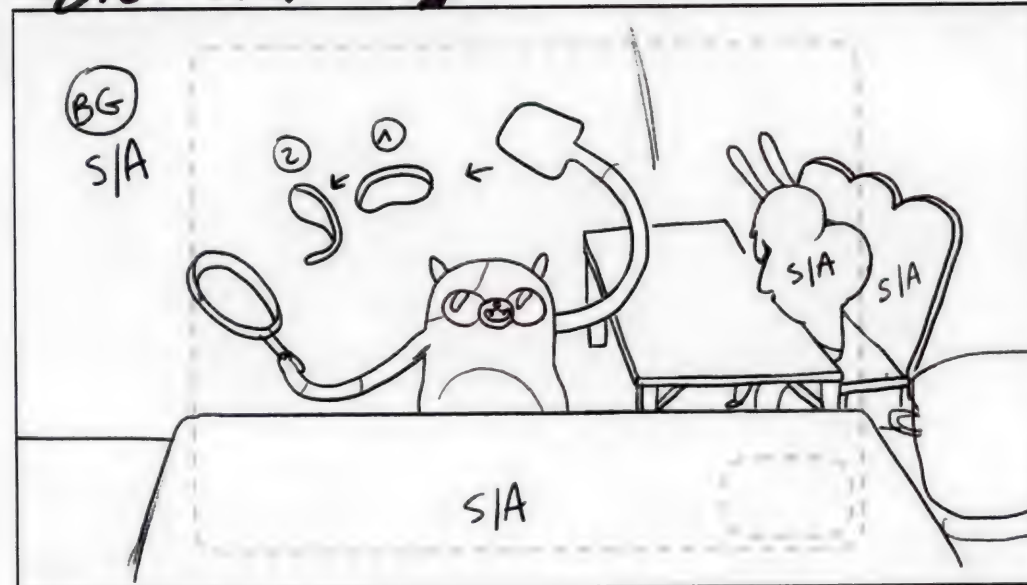
day night



Sc. 20 CONT Pnl. D

Bg.

day night



Dialog: C: Check out my sweet flipping moves  
SFX: Pong-like sound everytime  
flapjack hits pan/spatula

Action:



Timing:



OCT 30 2015

Production :

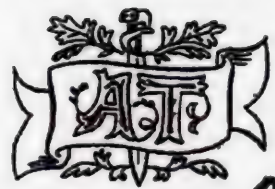
EPISODE # 1034-237

1034/237

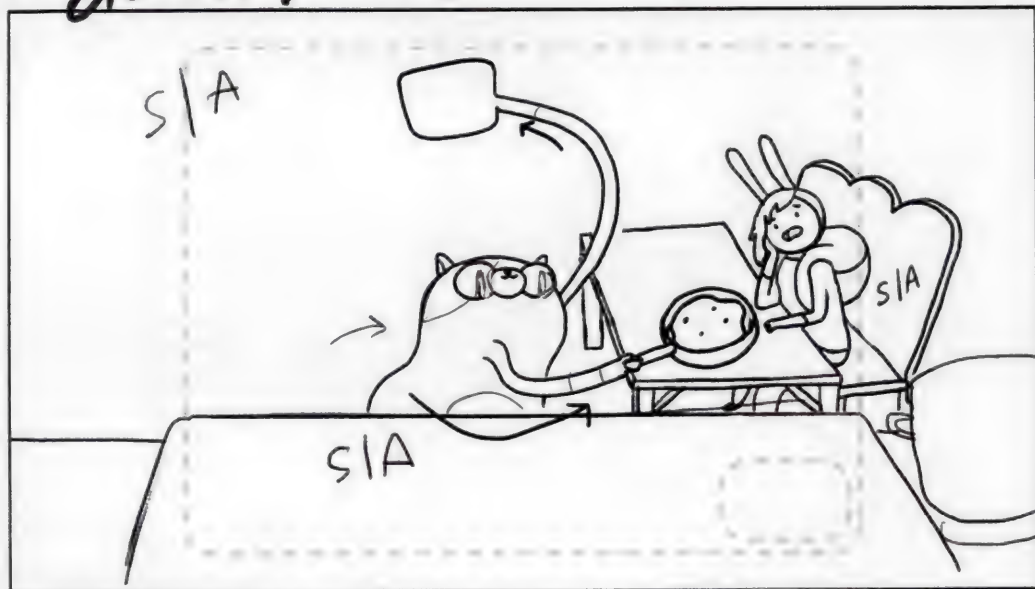
1034/237



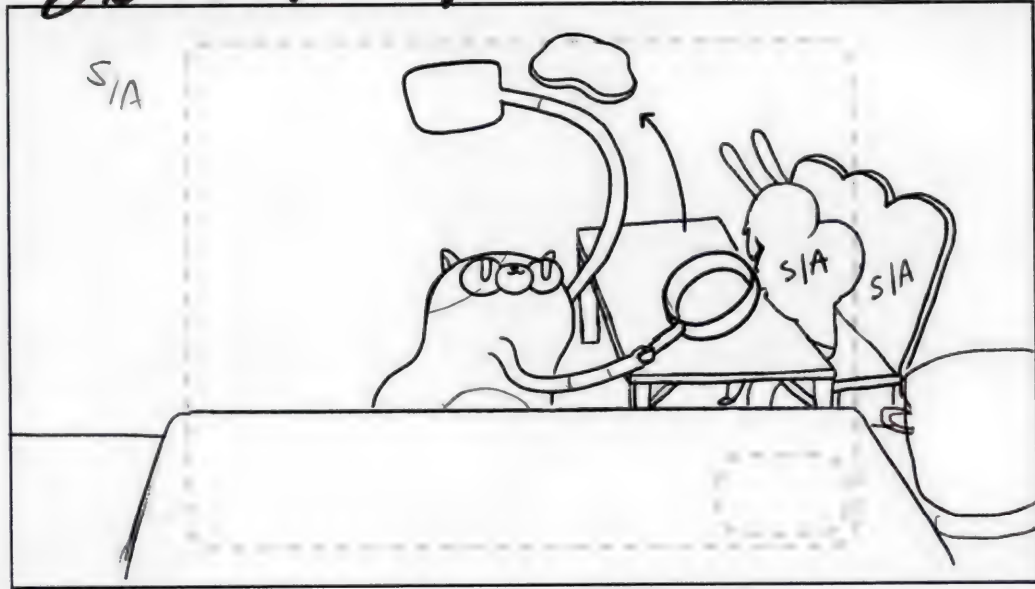
ADVENTURE TIME



Sc. 20 CONT Pnl. E Bg. day night



Sc. 20 CONT Pnl. F Bg. day night



Dialog:
Action:
Timing:

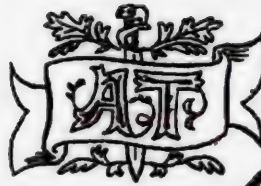
OCT 30 2015

EPISODE # 1034-237

Production :

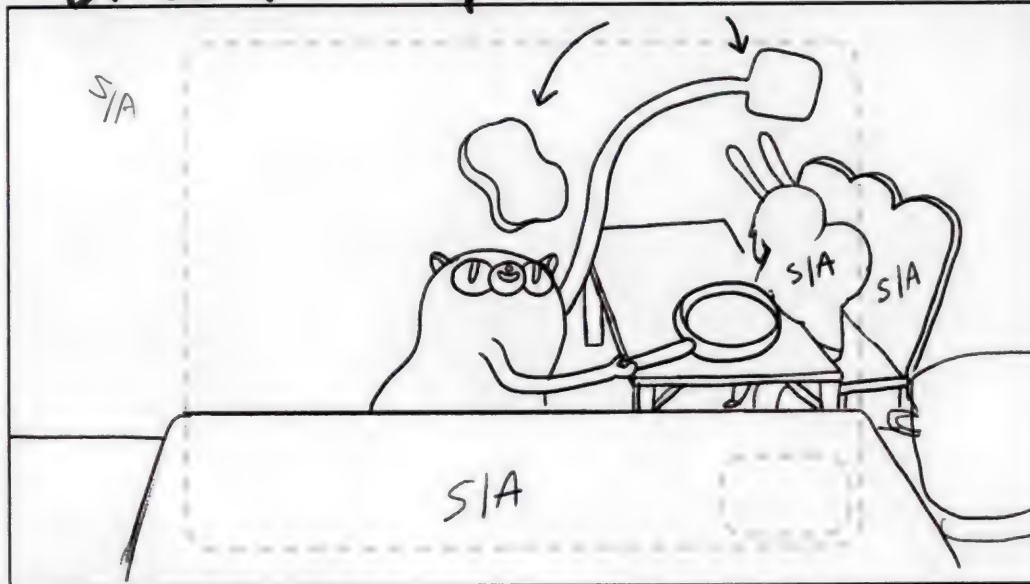
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# ADVENTURE TIME

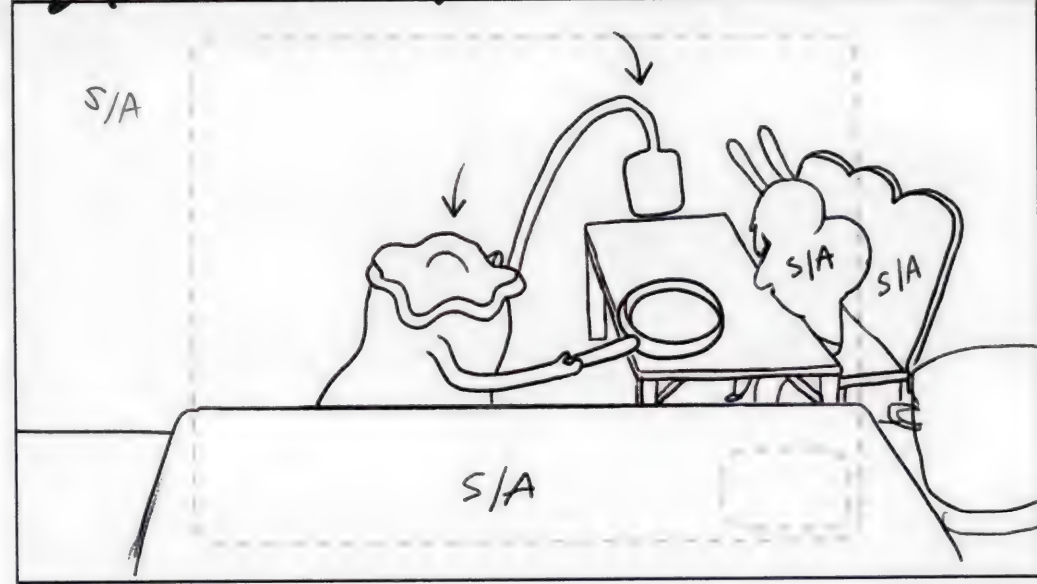


Page **33**

Sc. **20 cont** Pnl. **G** Bg. day night



Sc. **20 cont** Pnl. **H** Bg. day night



Dialog: **C: Woops**

**= SPLAT =**

flapjack lands on C's face.

Action: - spatula misses flapjack

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

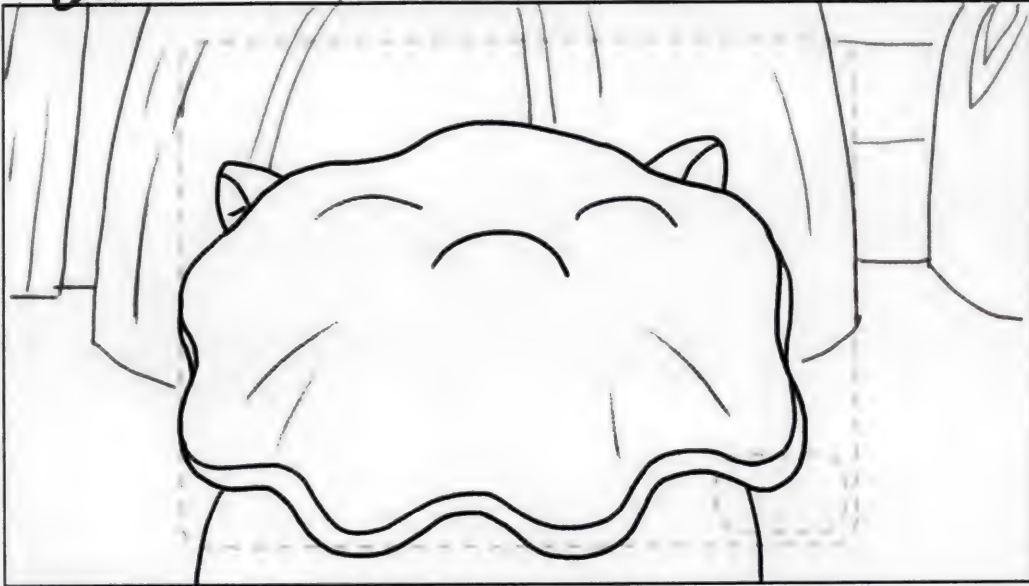


ADVENTURE TIME

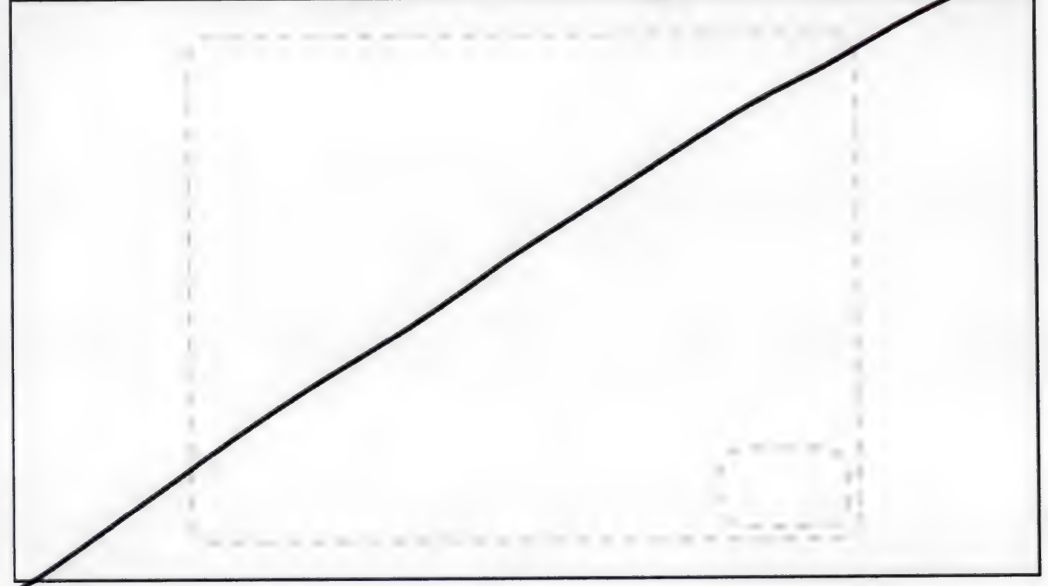


Page 34

Sc. 21 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	F: (off/s) You're a real ace in the kitchen
Action:	OCT 30 2015
Timing:	

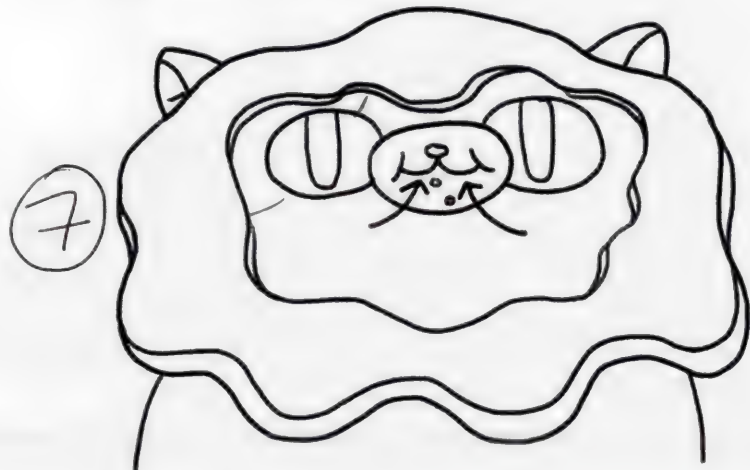
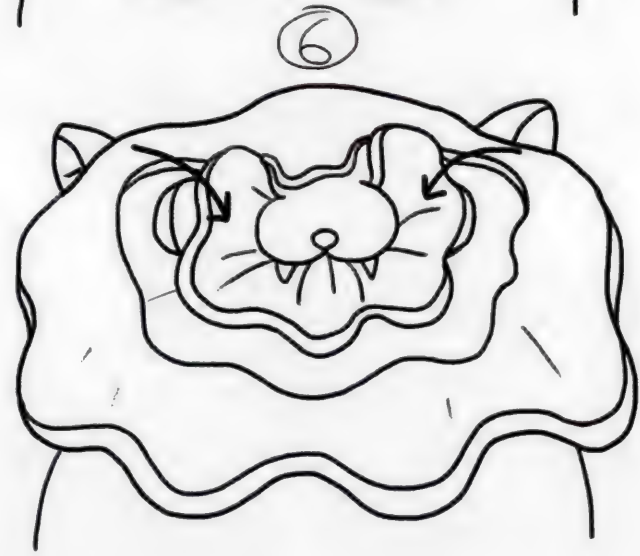
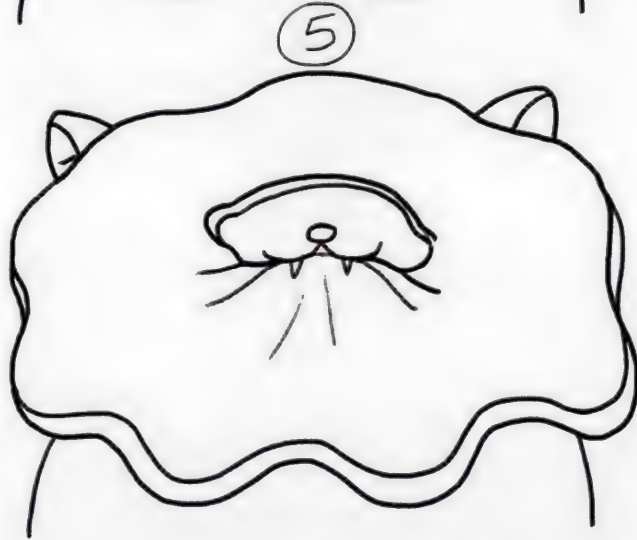
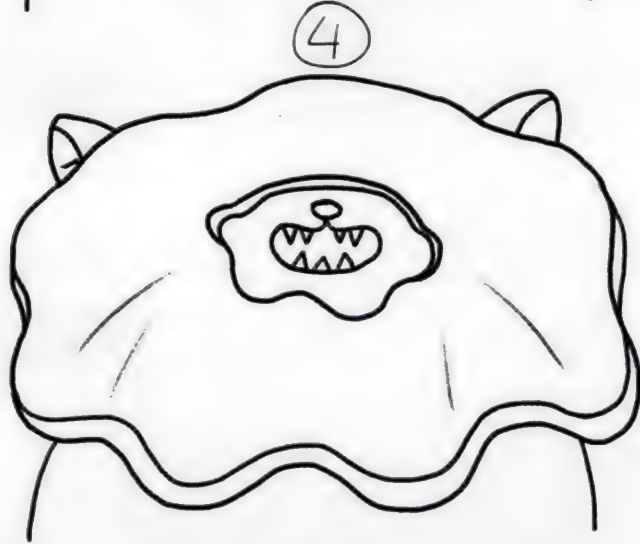
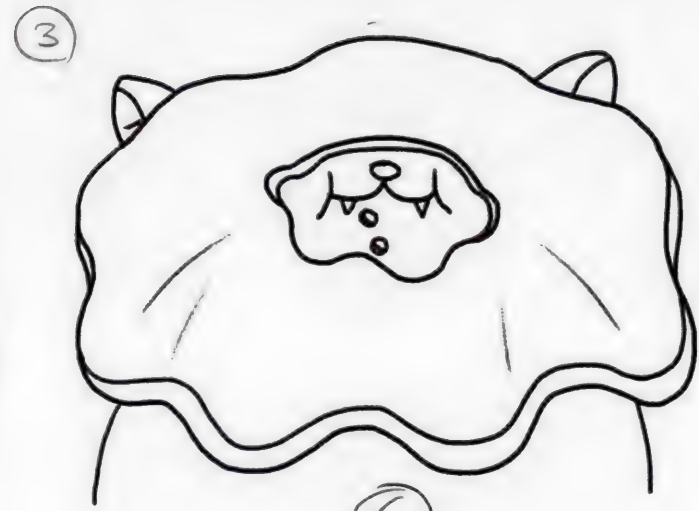
EPISODE # 1034-237  
Production :

1034/237

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1034/237

1034/237



- CAKE EATS PANCAKE FROM CENTER  
< flapjack eating poses >

OCT 30 2015

1034-237

1034/237

1034/237

1034/237



# ADVENTURE TIME



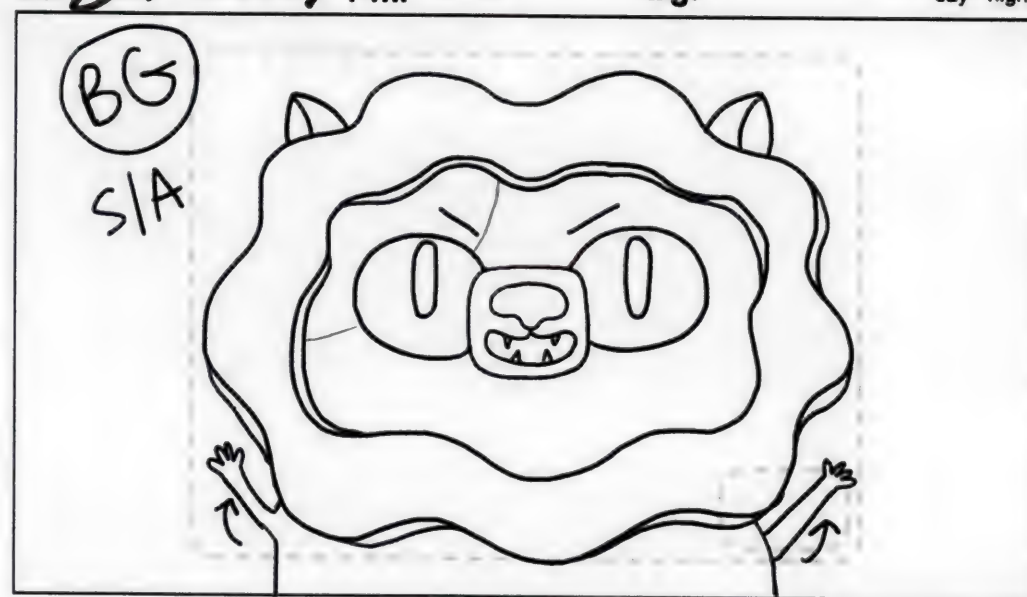
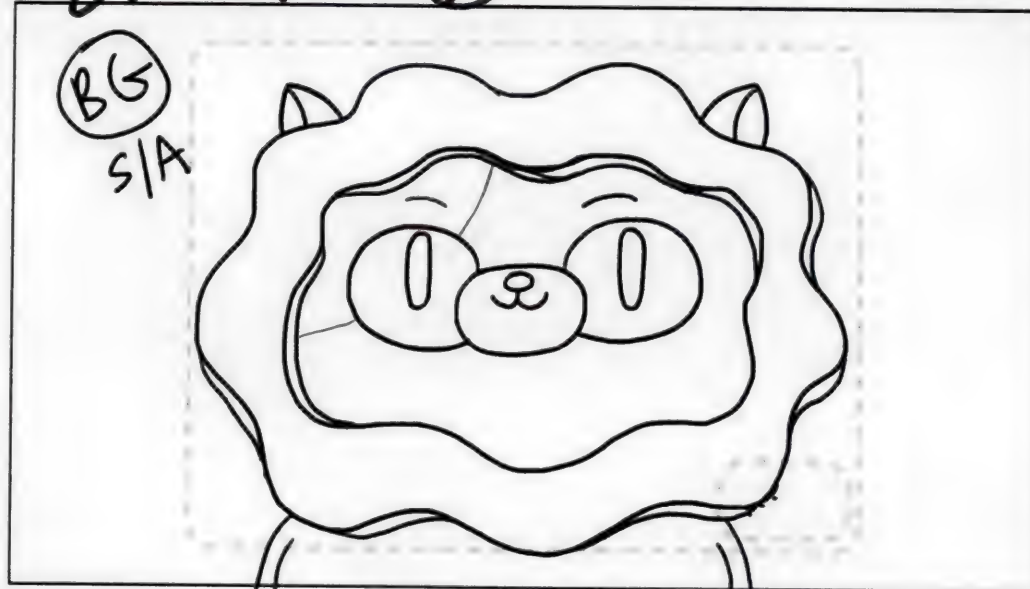
Page 36  
day night

Sc. 21 cont Pnl. B Bg.

day night

Sc. 21 cont Pnl. C Bg.

day night



Dialog:

C: Roar! Cooking is fun!

Action:

The flapjack looks like a lion's mane.

C's face morphs into a lion's.

OCT 30 2015

Timing:

Production :

EPISODE # 1034-237

1034/237

1034'237

1034/237

# ADVENTURE TIME



Page **37**  
day night

Sc. **21 cont**

Pnl. **D**

Bg.

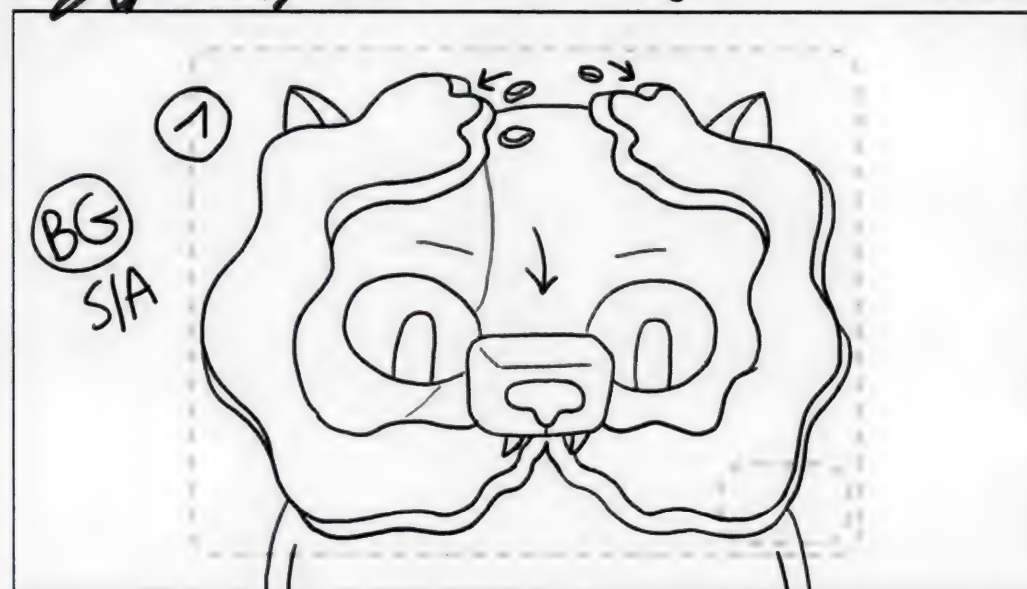
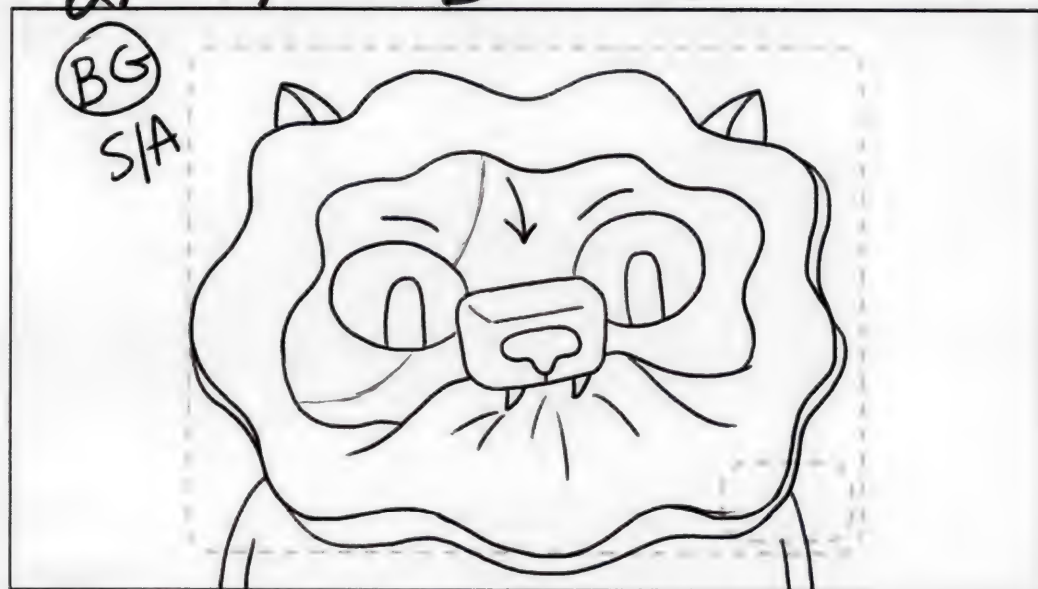
day night

Sc. **21 cont**

Pnl. **E**

Bg.

day night

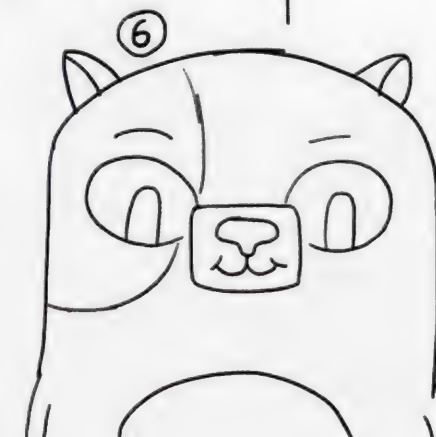
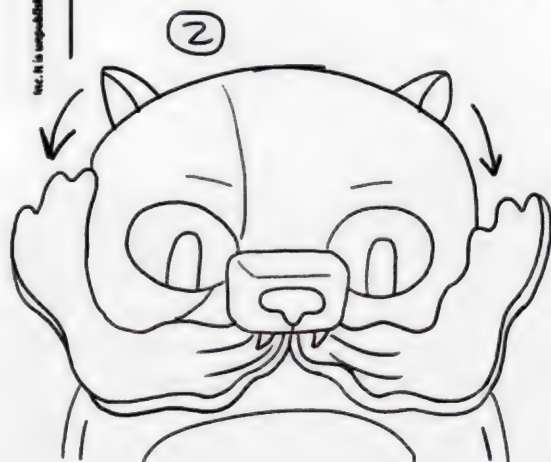


EPISODE # **1034-237**

Dialog:

CAKE: [INHALES PANCAKE]

OCT 30 2015



© Sucks in the pancake (no chewing)

1034/237

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1034/237

1034-237



ADVENTURE TIME



Page 38

Sc. Pnl. Bg. day night

Sc. 22 Pnl. A Bg. day night

Dialog:

Action: - CAKE'S NOSE POPS BACK TO NORMAL. OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

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# ADVENTURE TIME

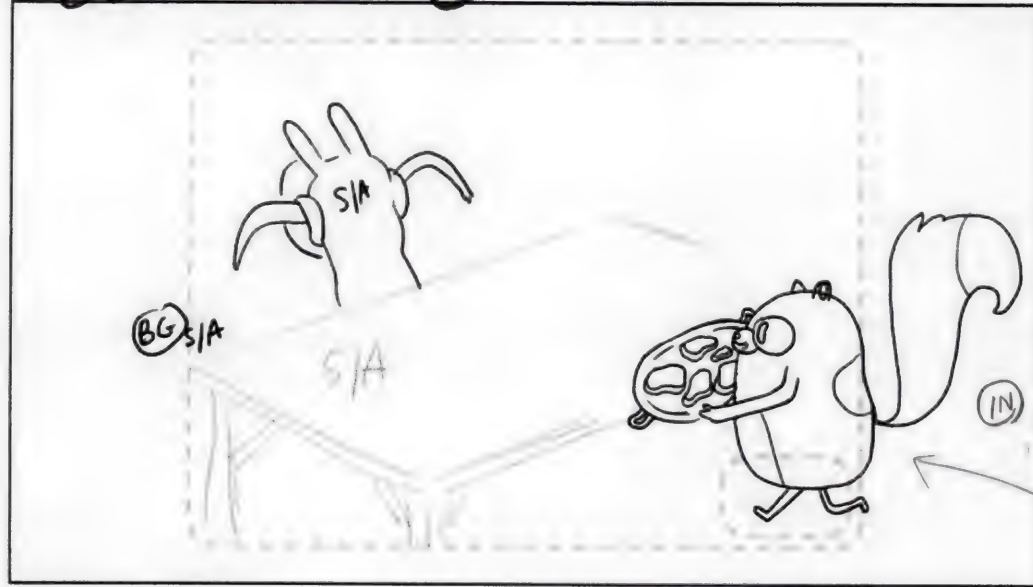


Page **39**

Sc. **22 CONT** Pnl. **B**

Bg.

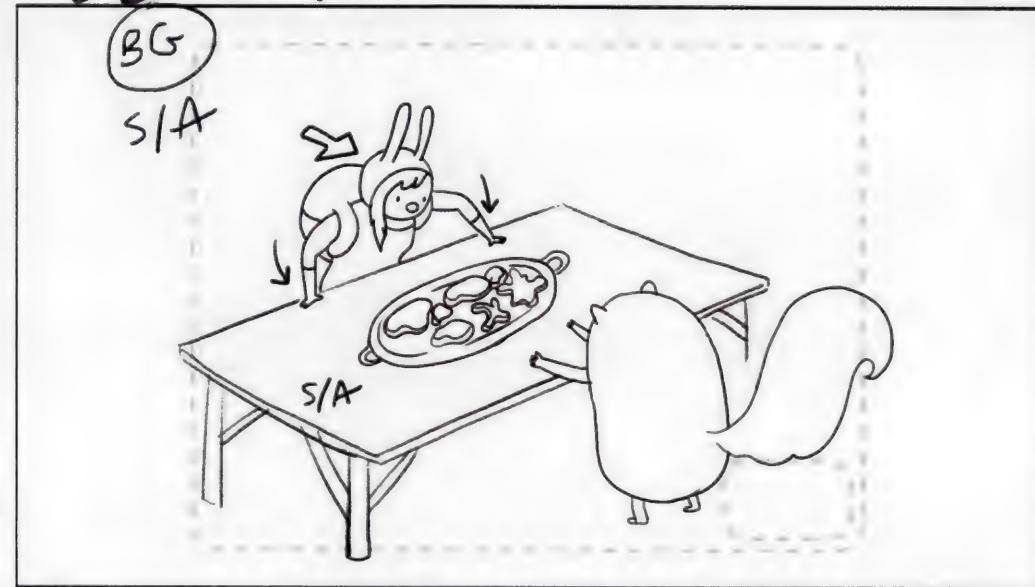
day night



Sc. **22 CONT** Pnl. **C**

Bg.

day night



EPISODE # 1034-237

Production :

Dialog:

C: Here come the flapjacks!

Action:

-C sets flapjacks down.

OCT 30 2015

Timing:

1034/237

1034/237



# ADVENTURE TIME

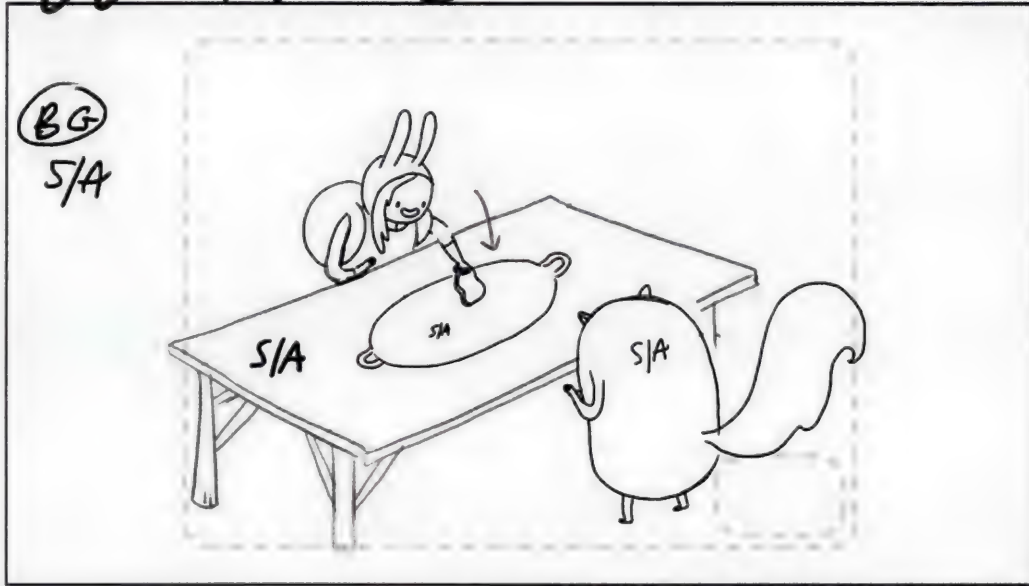


Page 40

Sc 22 cont Pnl. D

Bg.

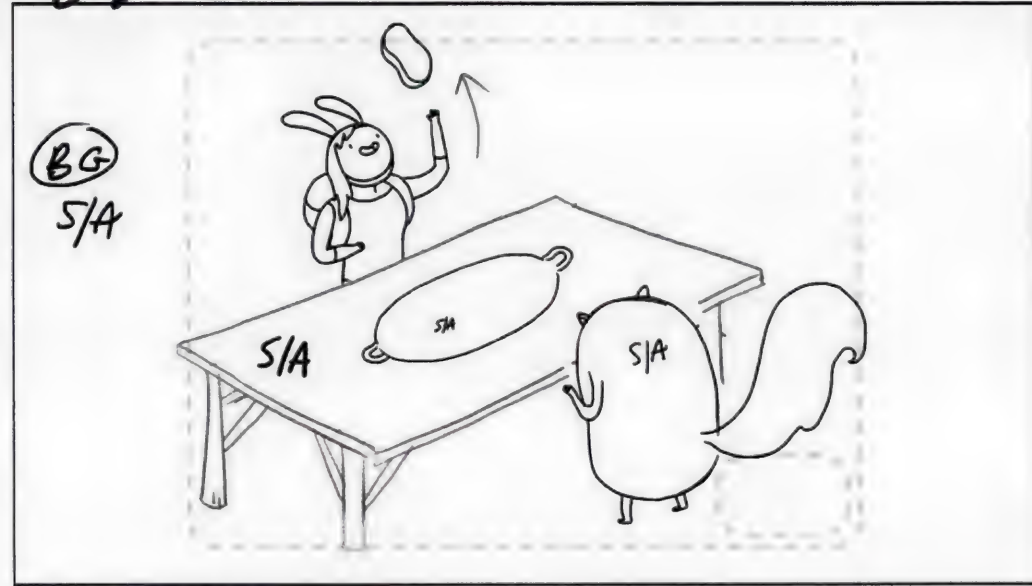
day night



Sc 22 cont Pnl. E

Bg.

day night



Dialog:

F: Know what's better than cooking?

F: Eating!

Action:

- F, GRABS FLAPJACK.

- F, TOSSES FLAPJACK.

OCT 3 0 2015

Timing:

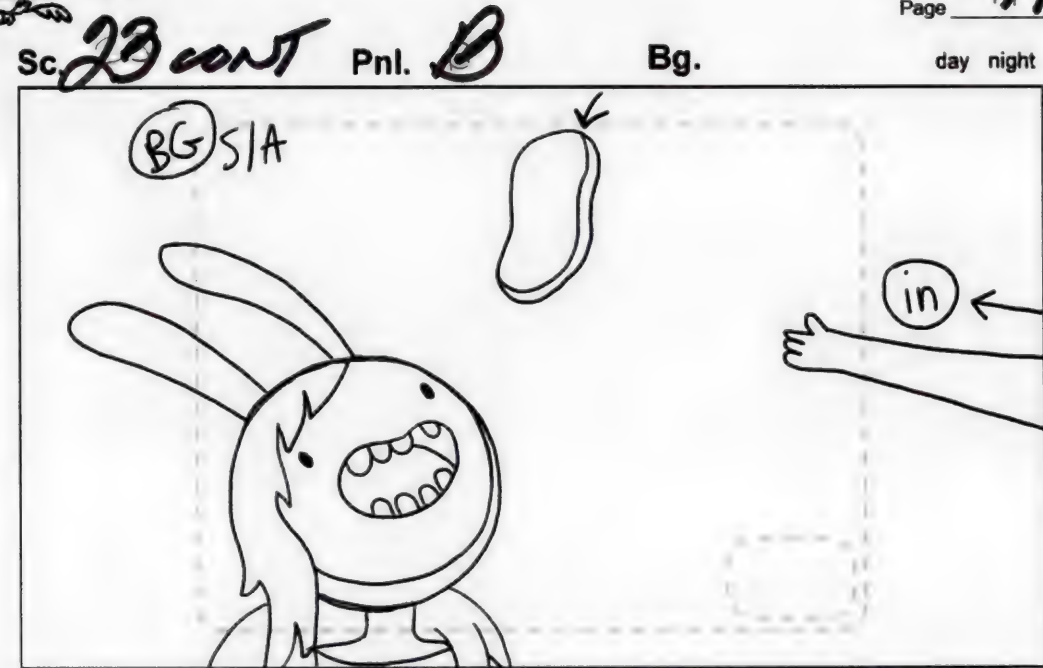
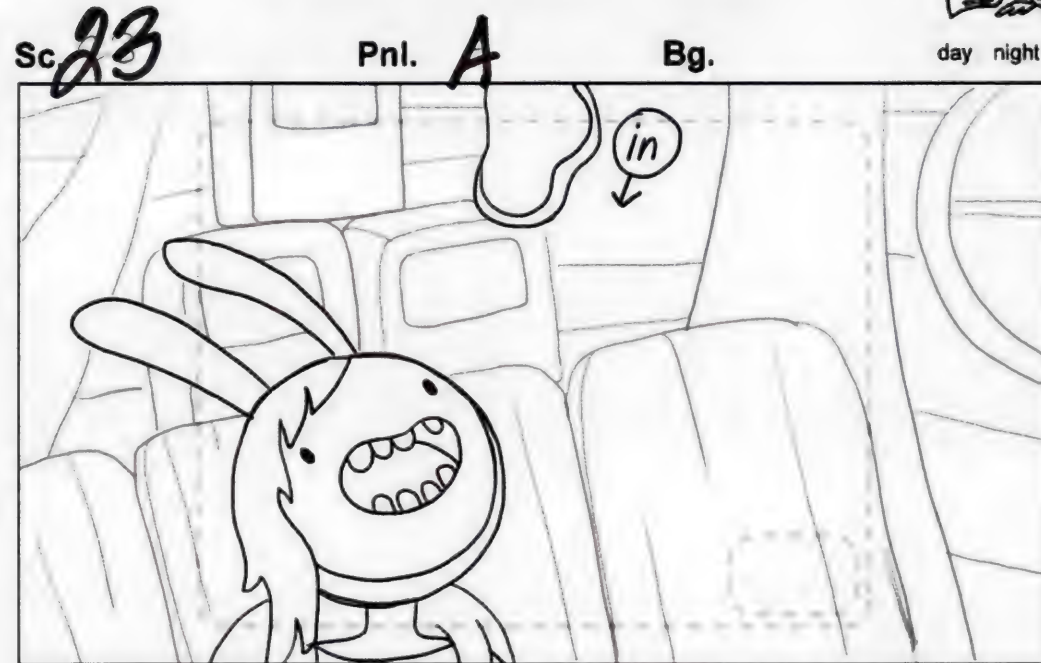
EPISODE #

1034-237

Production :

1034/23.77

# ADVENTURE TIME



EPISODE # 1034-237

Production :



# ADVENTURE TIME

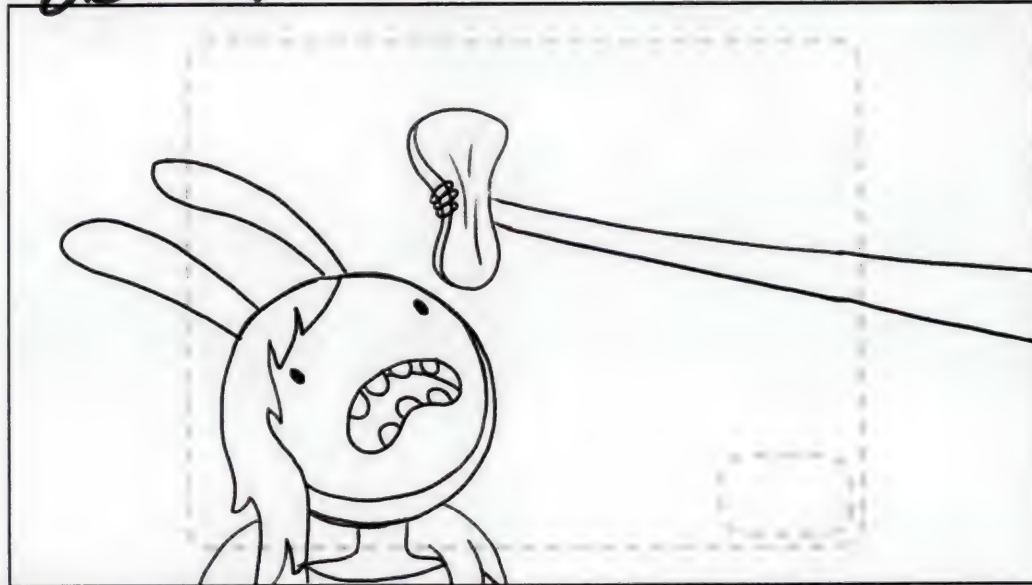


Page 42

Sc. 23 CONT Pnl. C

Bg.

day night

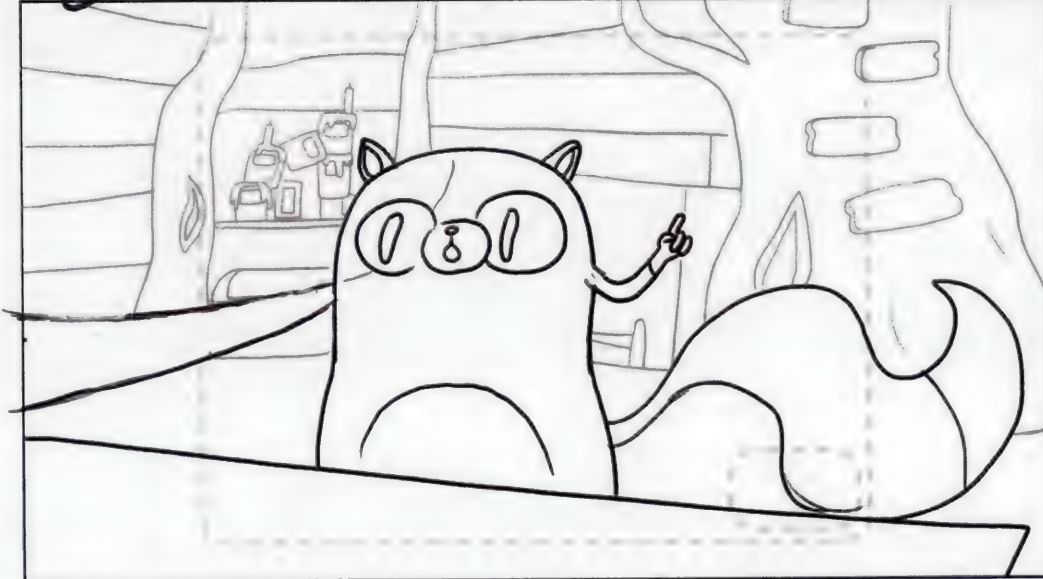


Sc. 24

Pnl. A

Bg.

day night



EPISODE # 1034-237

1034/237

Production :

Dialog: C: No!

F: Wha -

C: These are narrative Flapjacks.

Action:

- C. GRABS FLAPJACK.

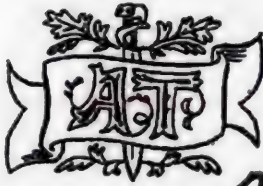
OCT 30 2015

Timing:

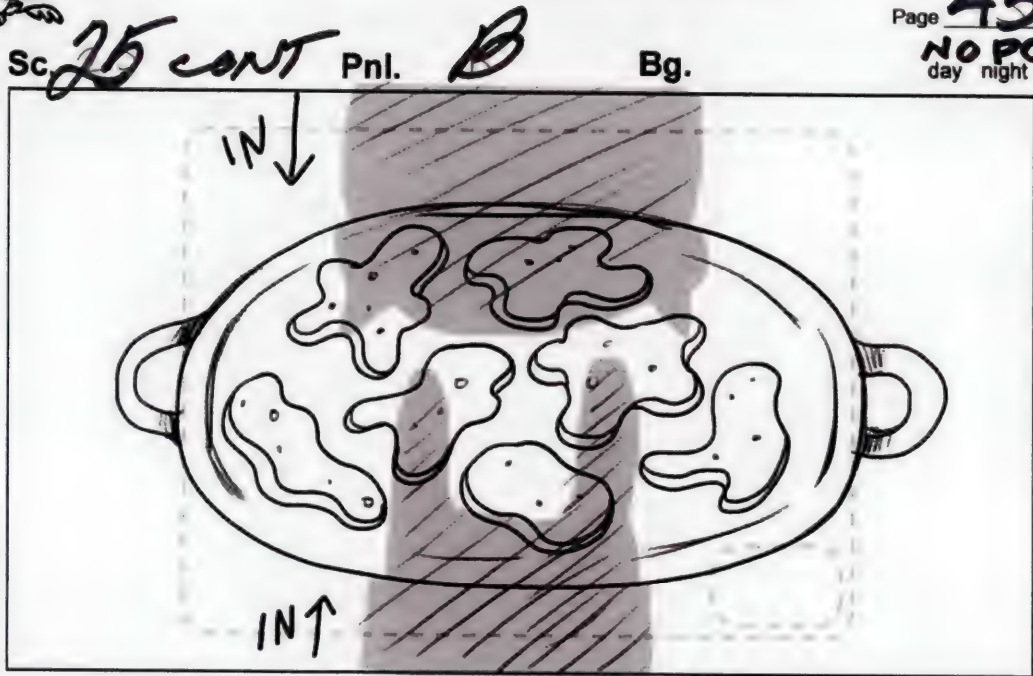
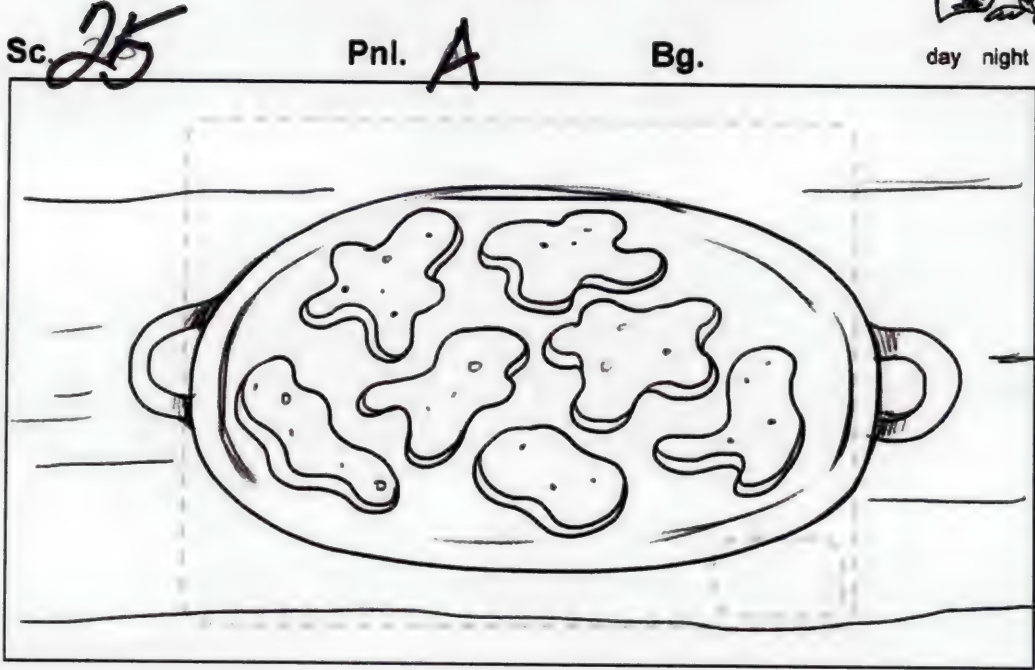
1034/237.

1034/237

ADVENTURE TIME



NO SC'S  
26-27



Page **43**  
NO PG 44  
day night

Dialog:	C (o.s.)/ Darling don't you see the brilliant comedy laid out before you?
Action:	- F+C's shadows enter the frame
Timing:	OCT 30 2015

EPISODE # 1034-237

Production :



1034/237

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# ADVENTURE TIME



Page 45

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
<u>28</u>	<u>A</u>			

Dialog:

Action:

Timing:

C: You wouldn't eat Act 2 before  
Act 1, silly!

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EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

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# ADVENTURE TIME

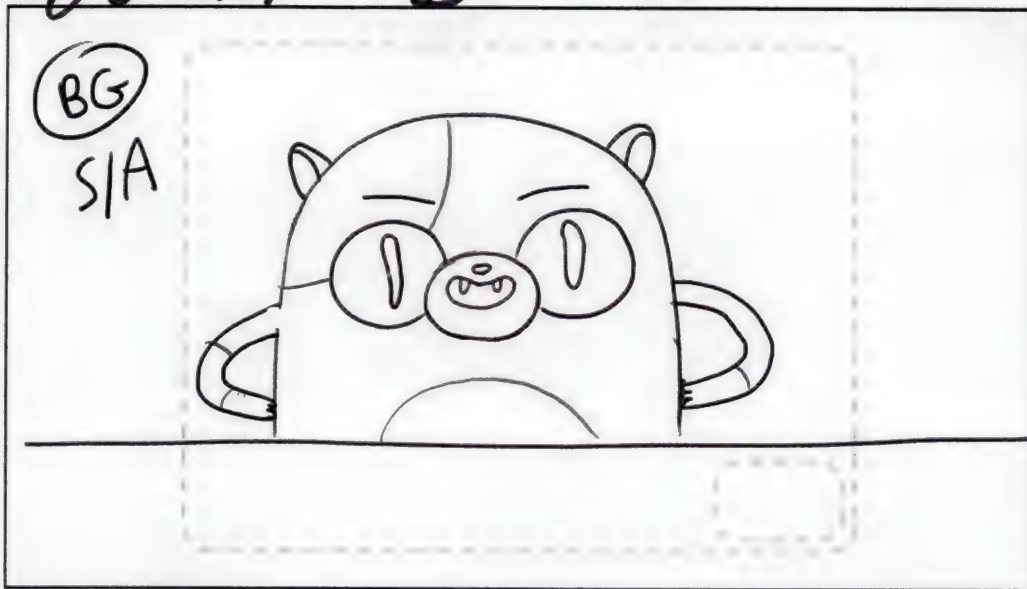


Page 46

Sc. 28 CONT Pnl. B

Bg.

day night



Sc. 29

Pnl. A

Bg.

day night



Dialog:

©: Try starting with the dock worker  
having a moral crisis.

F: okay?

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237



# ADVENTURE TIME



Page **47**

Sc. **30**

Pnl. **A**

Bg.

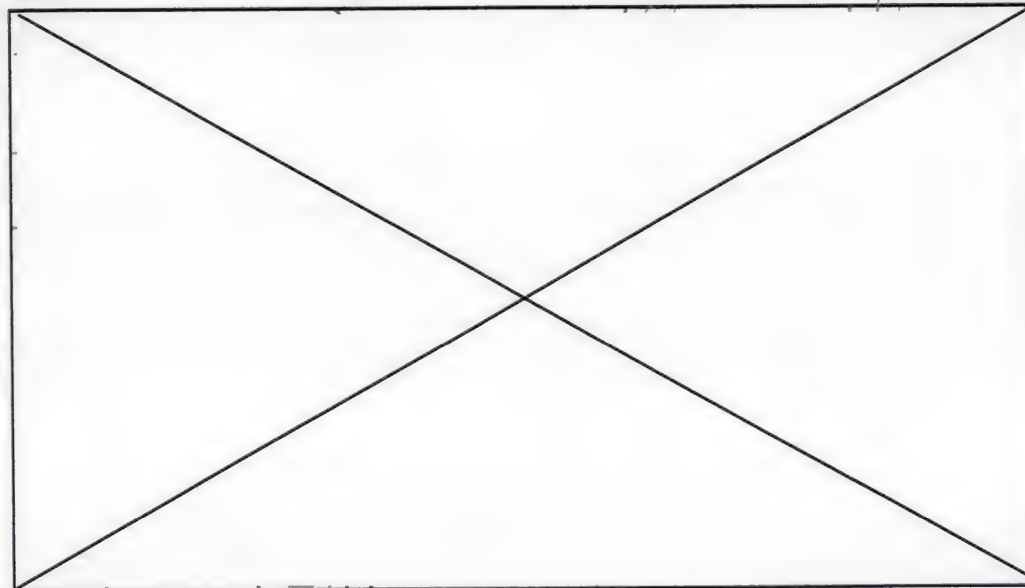
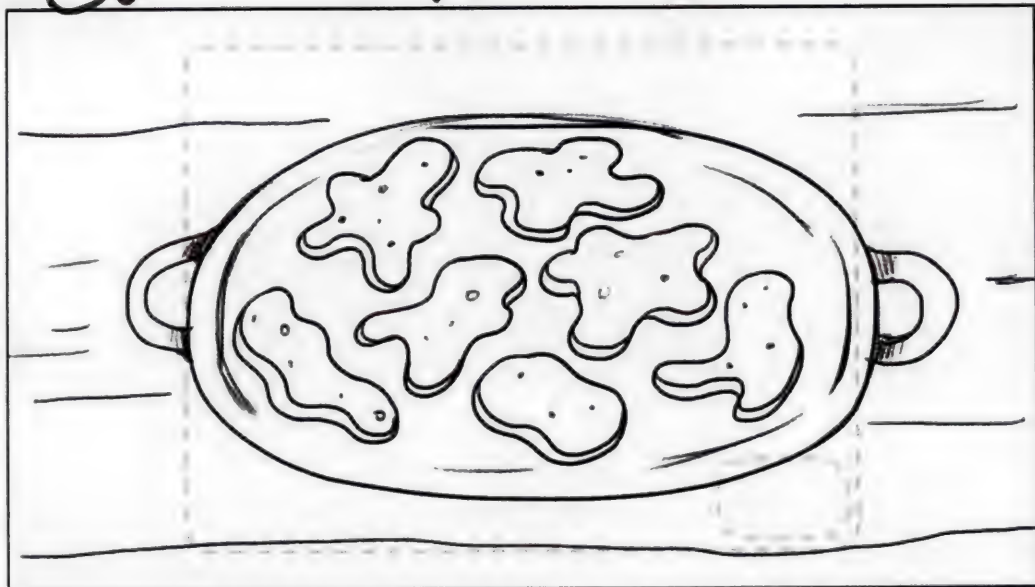
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

flapjacks just look like blobs,

(#)Nervous / Sweating.

OCT 30 2015

Timing:

EPISODE #

1034-237

Production :

1034/237

1034/237

# ADVENTURE TIME



Page **48**  
**NO PGS 49-50**  
 day night

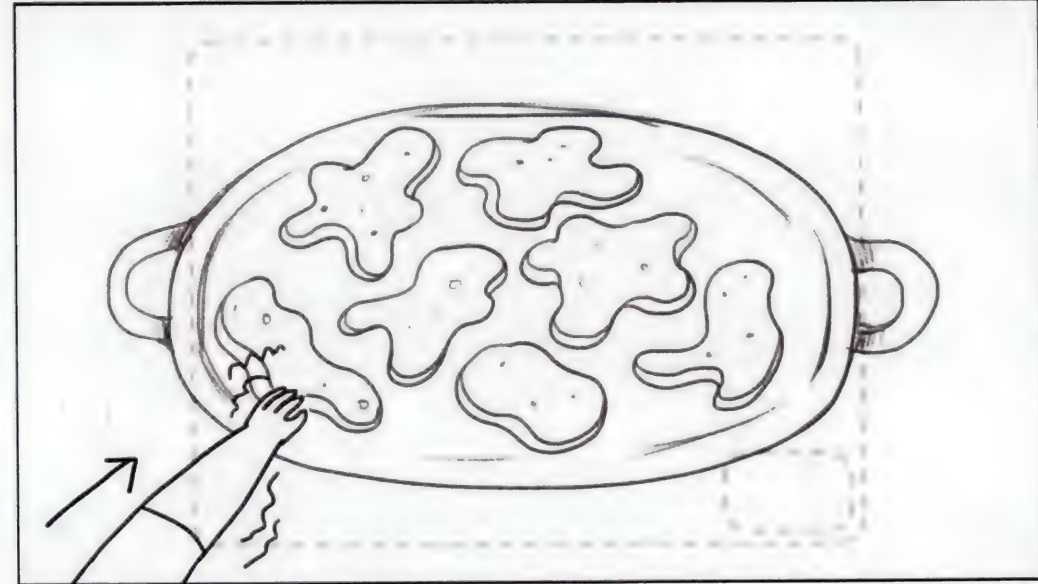
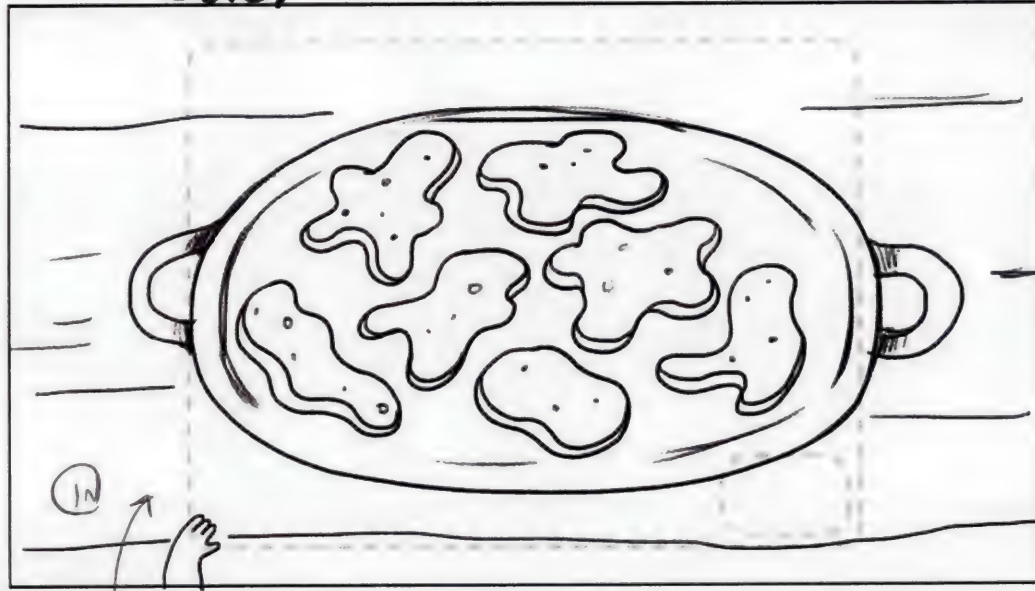
Sc. 30 *CONT* Pnl. B

Bg.

day night

Sc. 30 *CONT* Pnl. C

Bg.



Dialog:

F: This ... one.. ?

Action:

-F. REACHES ON/S.

-F'S Hand shakily hovering over a flapjack.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237



1034/237

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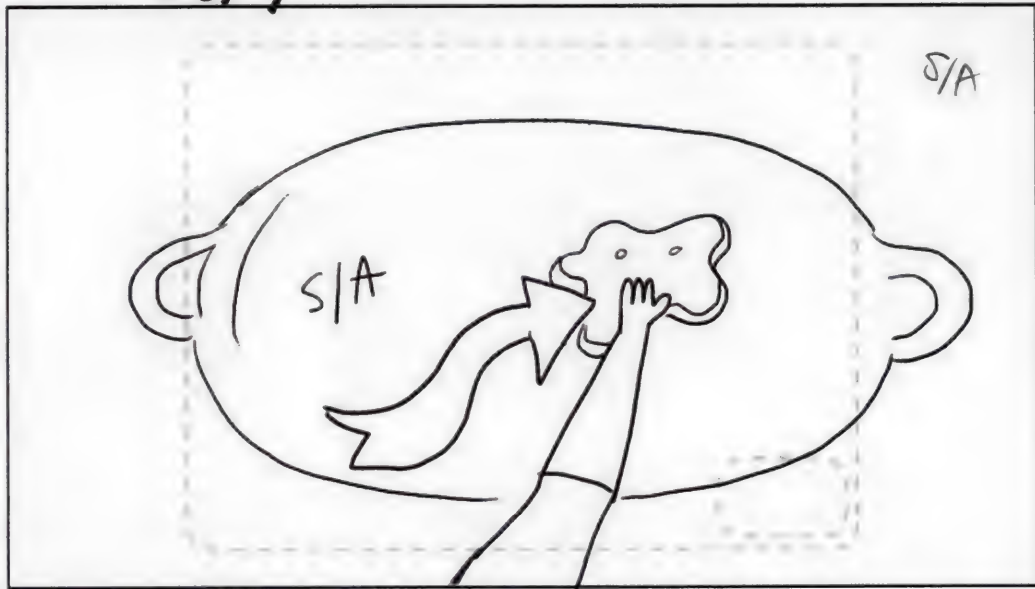
# ADVENTURE TIME



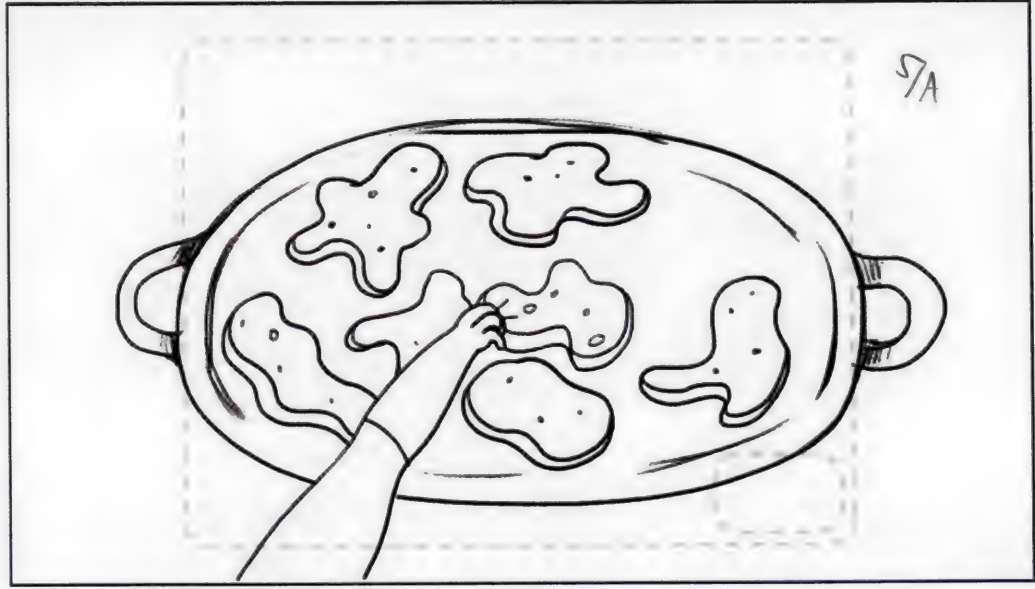
NO SC'S  
31-35

Page 51

Sc. 30 *CONT* Pnl. D Bg. day night



Sc. 30 *CONT* Pnl. E Bg. day night



Dialog: *(C/S)*  
F: Uh, no, this one!

Action: F's hand picks a different blob — # Picks up the flapjack

OCT 30 2015

Timing:

1034-237

EPISODE #

Production :

1034/237

1034/237

ADVENTURE TIME



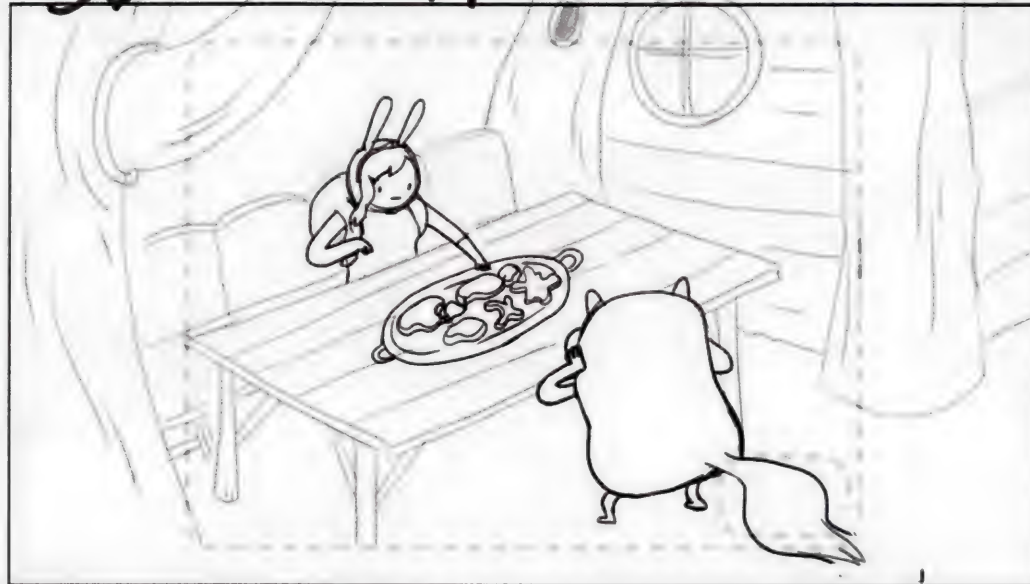
Page 52

Sc. 36

Pnl. A

Bg.

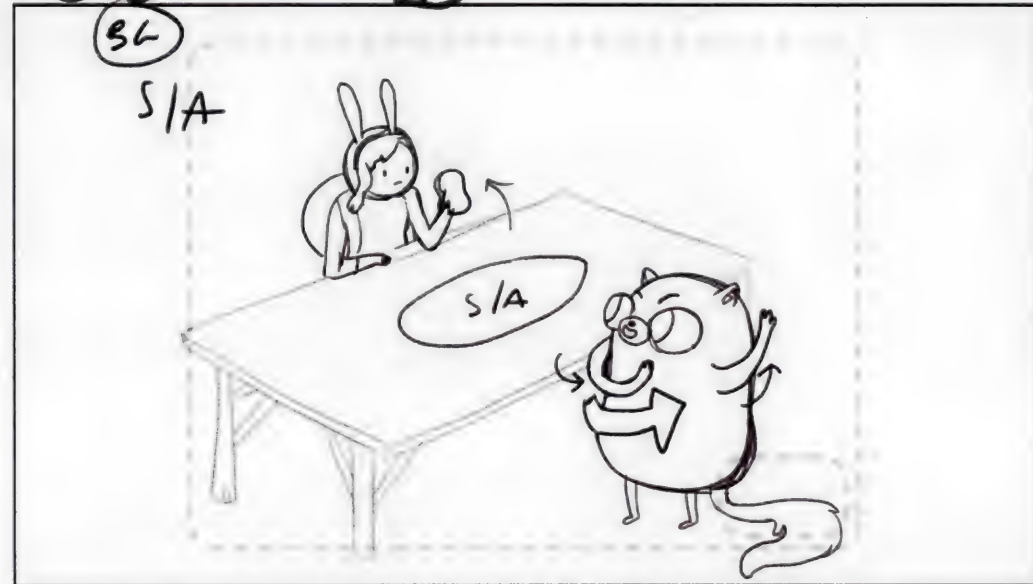
day night



Sc. 36 cont Pnl. B

Bg.

day night



Dialog:

(WRY)  
C: FIONNA,

C:

This character doesn't serve any

thematic purpose

Action:

F looks at the flapjack.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237



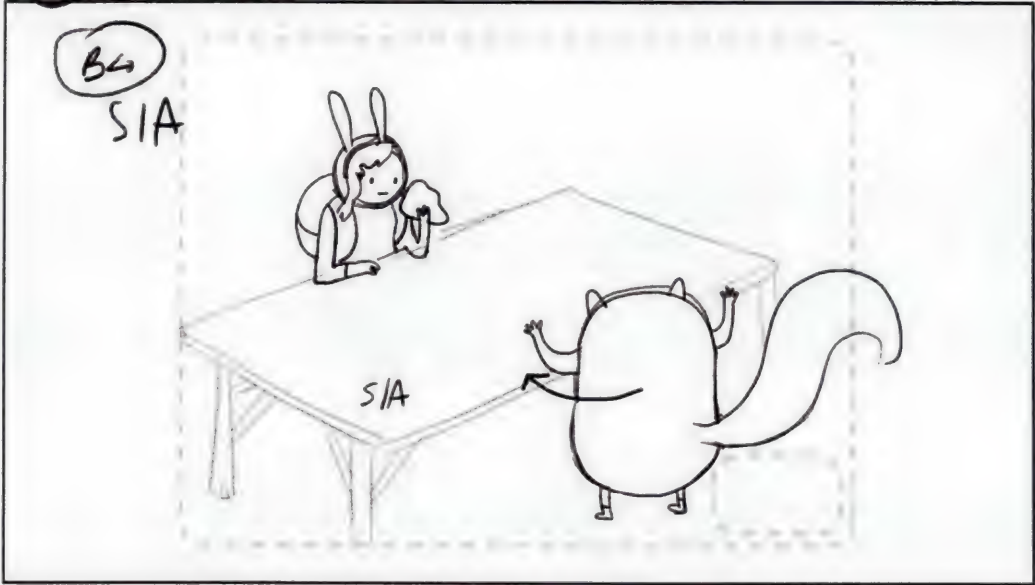
ADVENTURE TIME



Sc. **36 cont** Pnl. **C**

Bg.

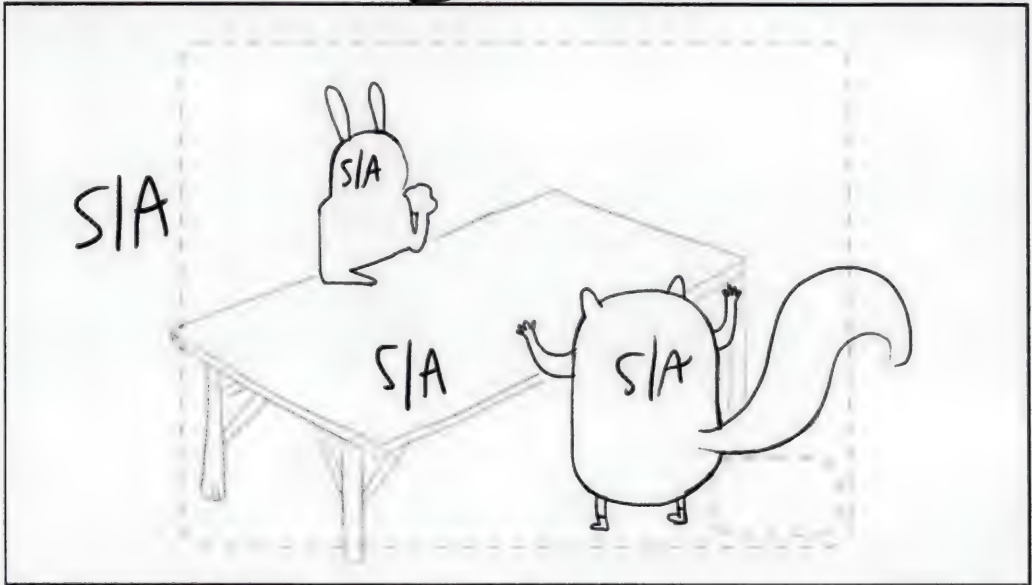
day night



Sc. **36 cont** Pnl. **D**

Bg.

day night



Dialog: C: Until much later in the meal!

- BEAT -

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

# ADVENTURE TIME



Page **54**  
day night

Sc. **36 CONT** Pnl. **E**

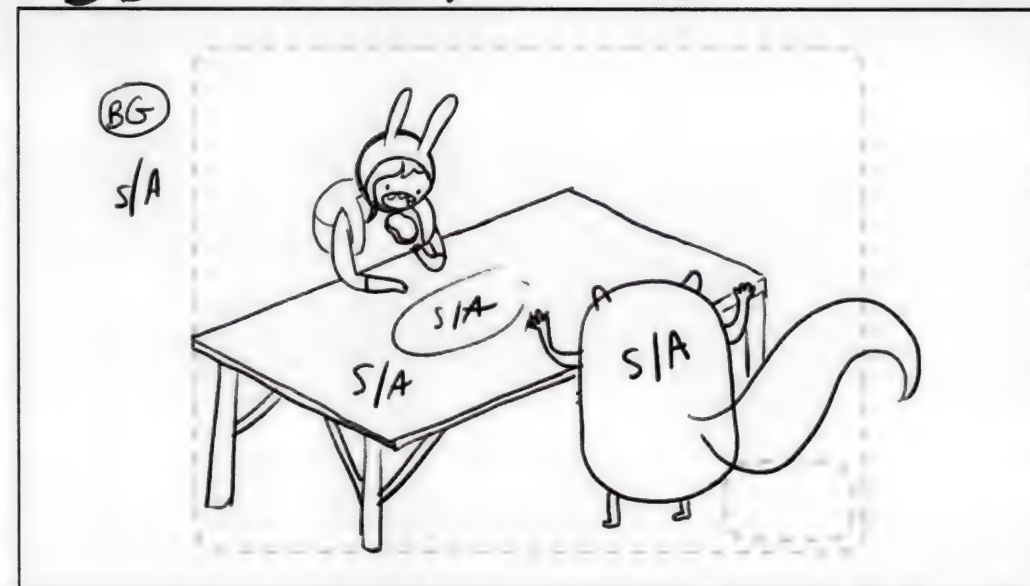
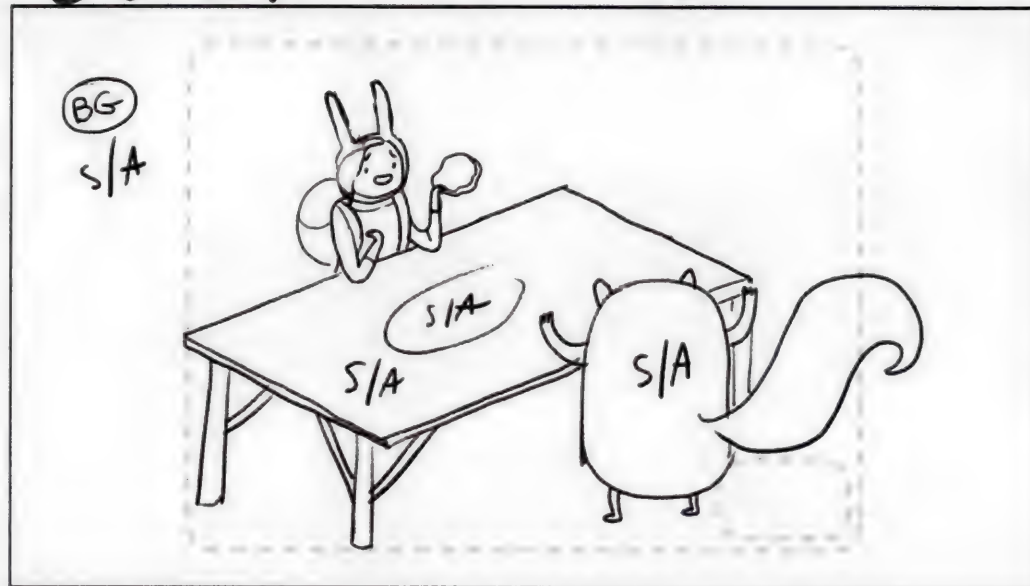
Bg.

day night

Sc. **36 CONT** Pnl. **F**

Bg.

day night



Dialog:

**F**: Sorry Cake, but these just look like formless blobs of sweet flapjack to me.

**E**: [EATING]

Action:

~ F eats the flapjack

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237



# ADVENTURE TIME

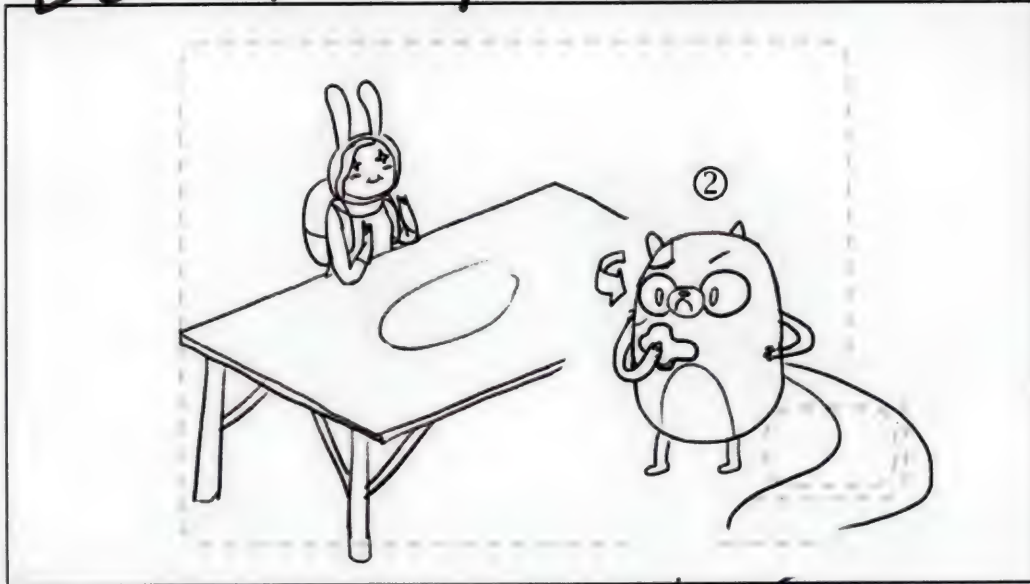


Page **55**

Sc. **36 cont** Pnl. **G**

Bg.

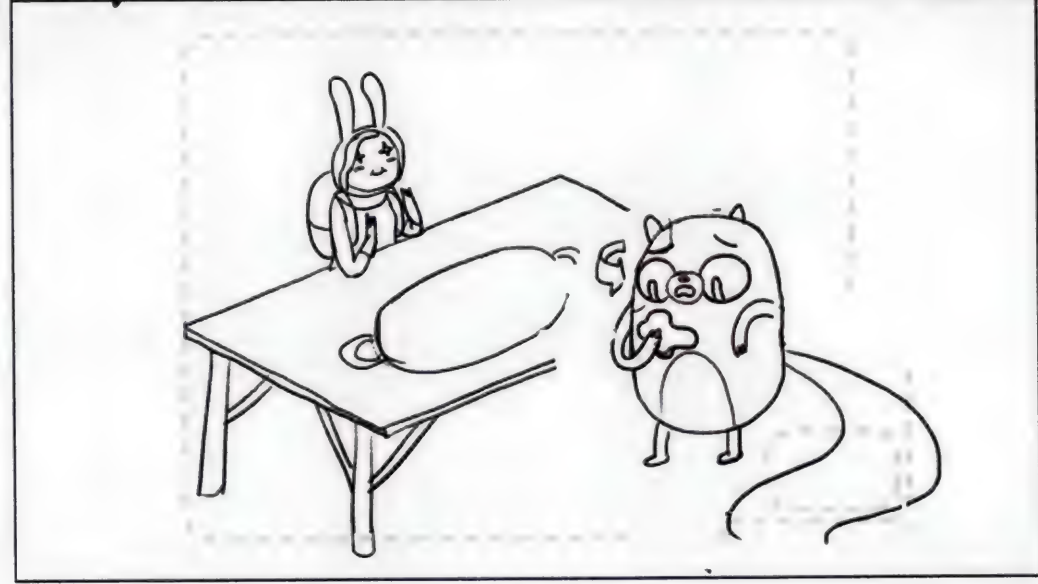
day night



Sc. **36 cont** Pnl. **H**

Bg.

day night



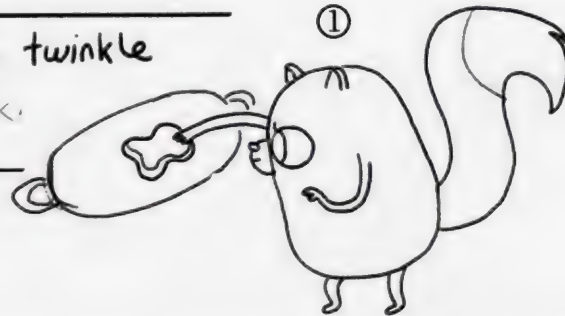
EPISODE # **1034-237**

1034/237

Dialog:

C : Sigh, it's true.

Action: - F's eyes quickly twinkle  
- C. PICKS UP FURJACK.



Timing:

OCT 30 2015

Production :

1034/237

1034/237

ADVENTURE TIME

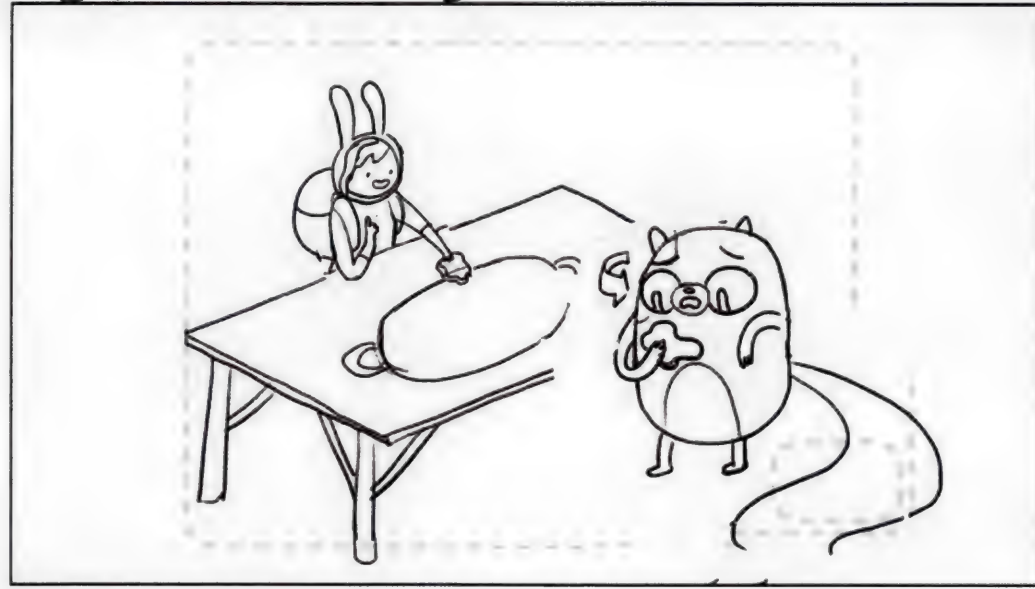


Page 56

Sc. 36 cont Pnl. I

Bg.

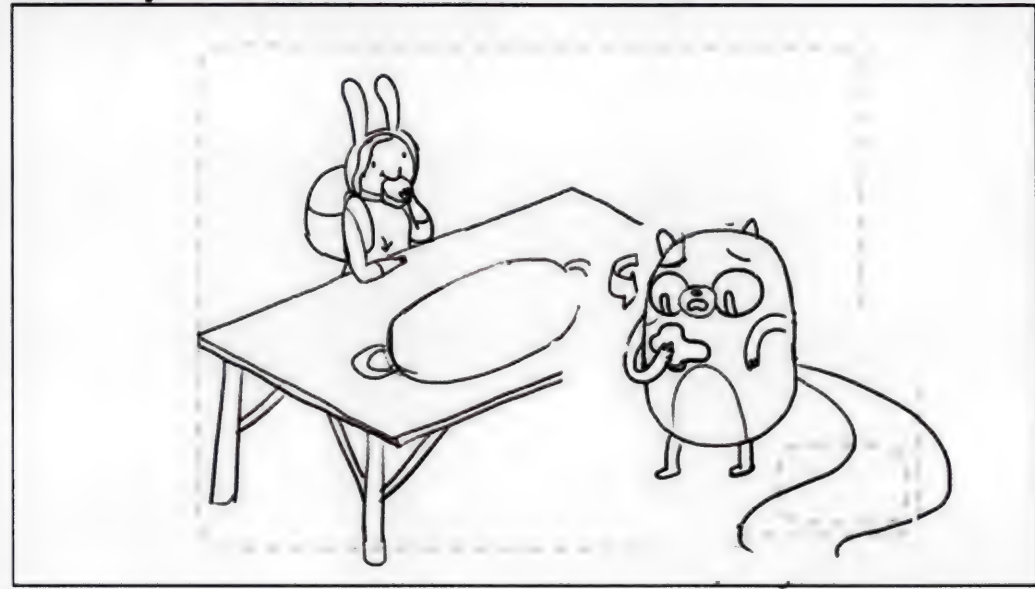
day night



Sc. 36 cont Pnl. J

Bg.

day night



Dialog:
Action:
Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

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# ADVENTURE TIME



Page **51**

Sc. **36 CONT** Pnl. **K**

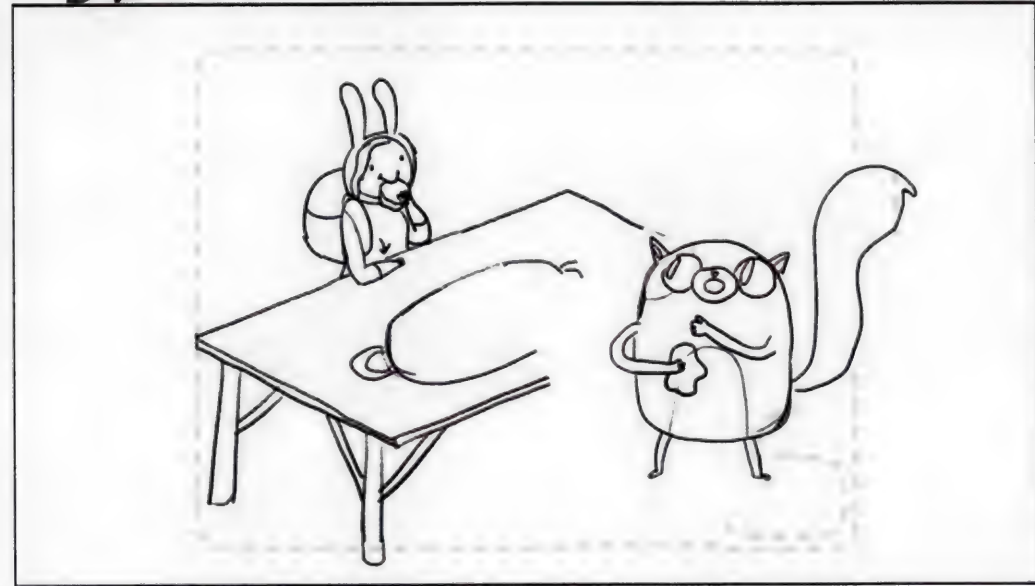
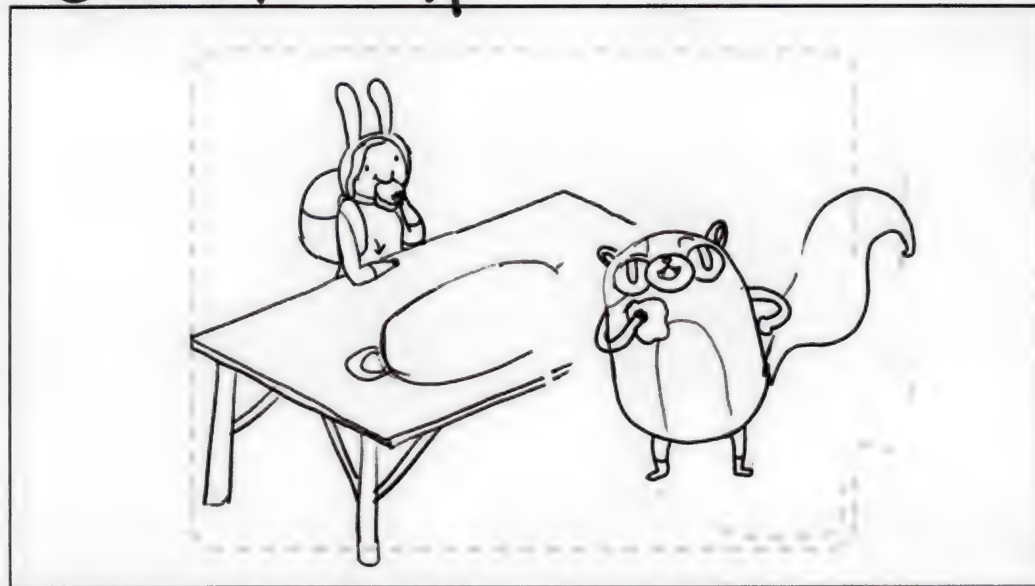
Bg.

day night

Sc. **36 CONT** Pnl. **L**

Bg.

day night



Dialog:

C: Maybe if I based them off  
real people.

C: Do some "life cooking" ...

Action:

- C, TURNS AWAY.

Timing:

OCT 30 2015

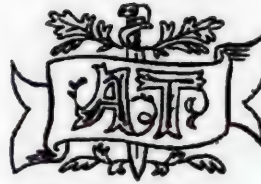
EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME



Sc. 37

Pnl.

Bg. B

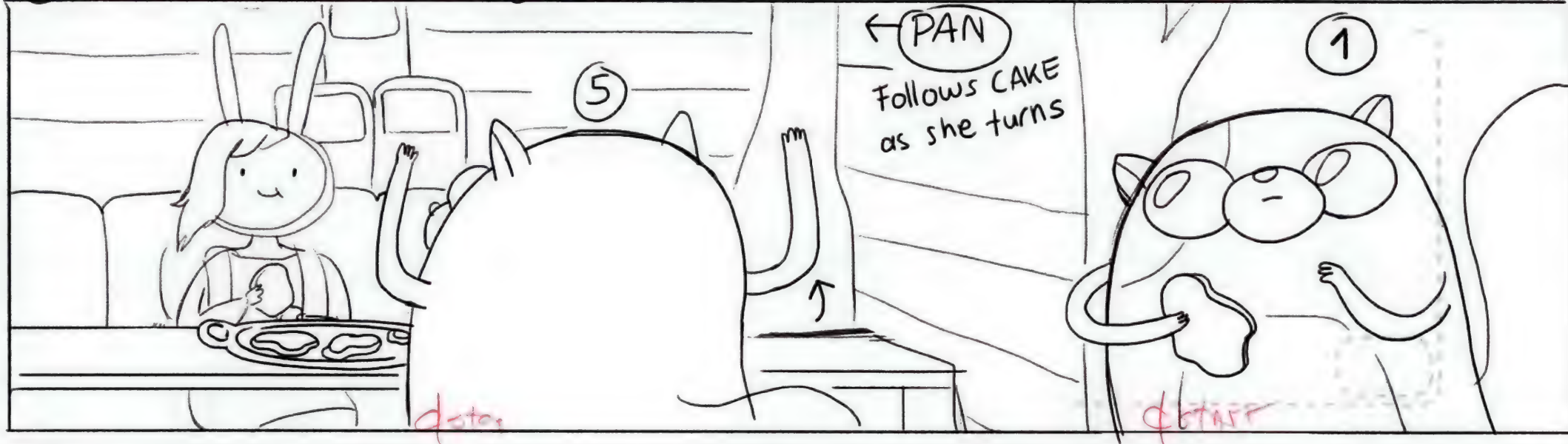
day night

Sc.

Pnl. A

Bg.

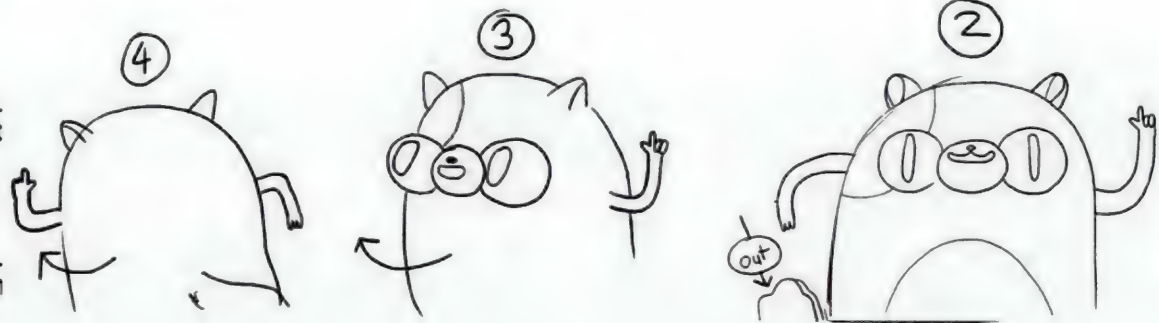
day night



Dialog:

Act

Tim



② C : Non-fiction flapjacks!

⑤ C : Let's go griddle up portraits  
of the entire kingdom!

OCT 30 2015

- CAKE TURNS IN FOREGROUND

EPISODE # 1034-237

Production :



ADVENTURE TIME

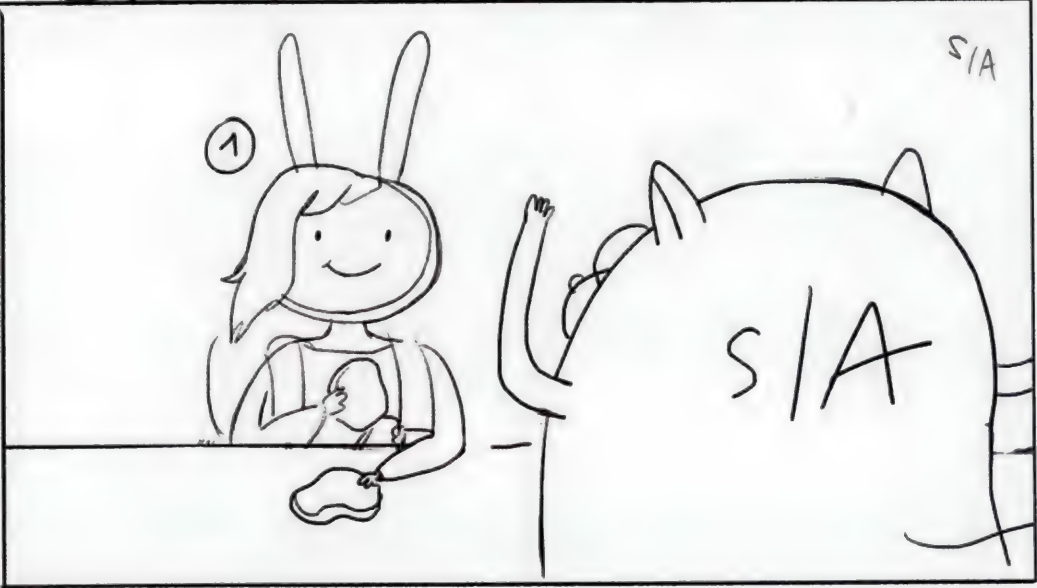


Sc. 37 CONT

Pnl. C

Bg.

day night

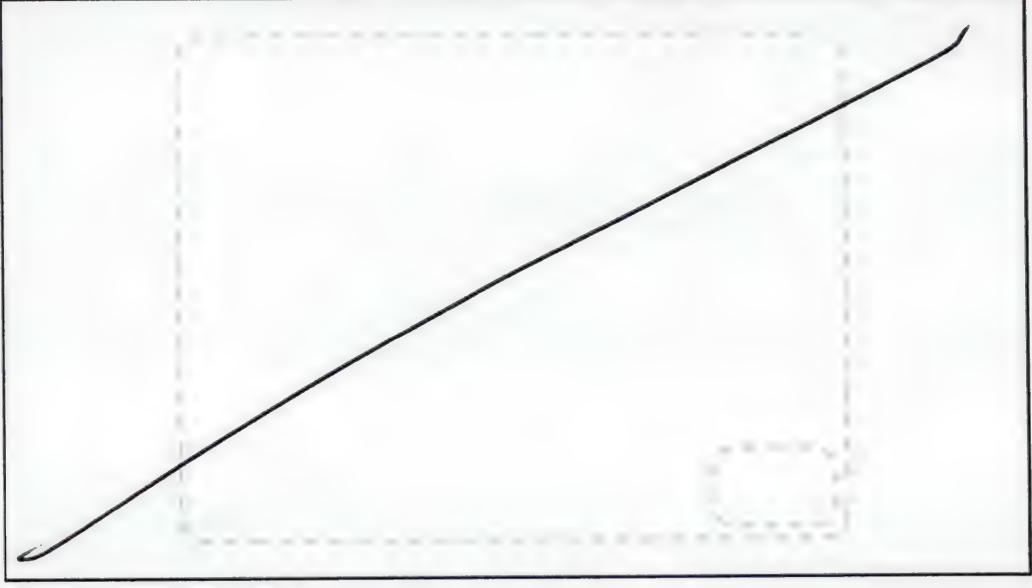


Sc.

Pnl.

Bg.

day night



Dialog: F: Sounds good to me.

Action:



Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

# ADVENTURE TIME



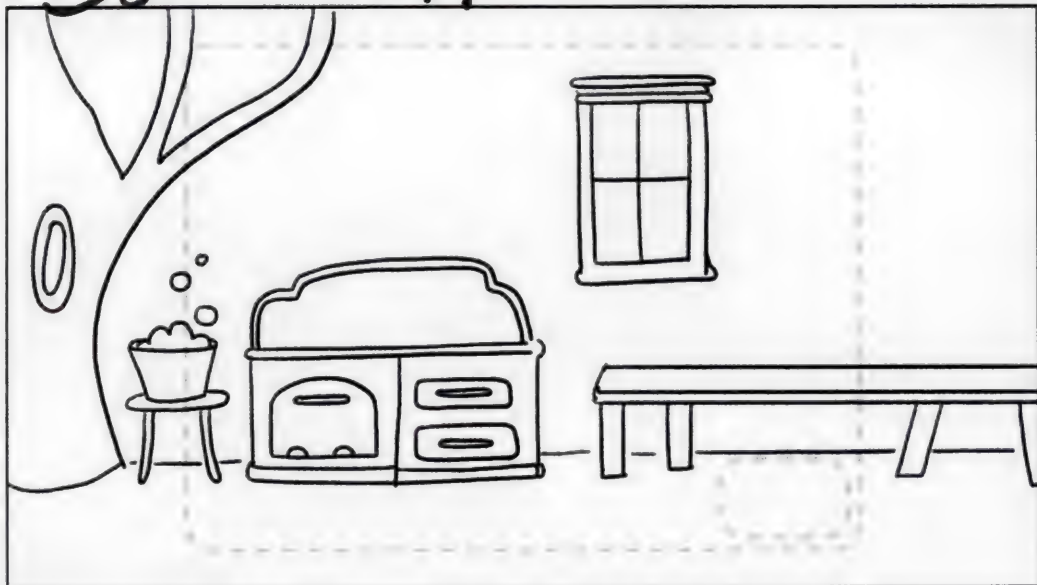
Page **60**  
NO PGS 61-63  
day night

Sc. **38**

Pnl. **A**

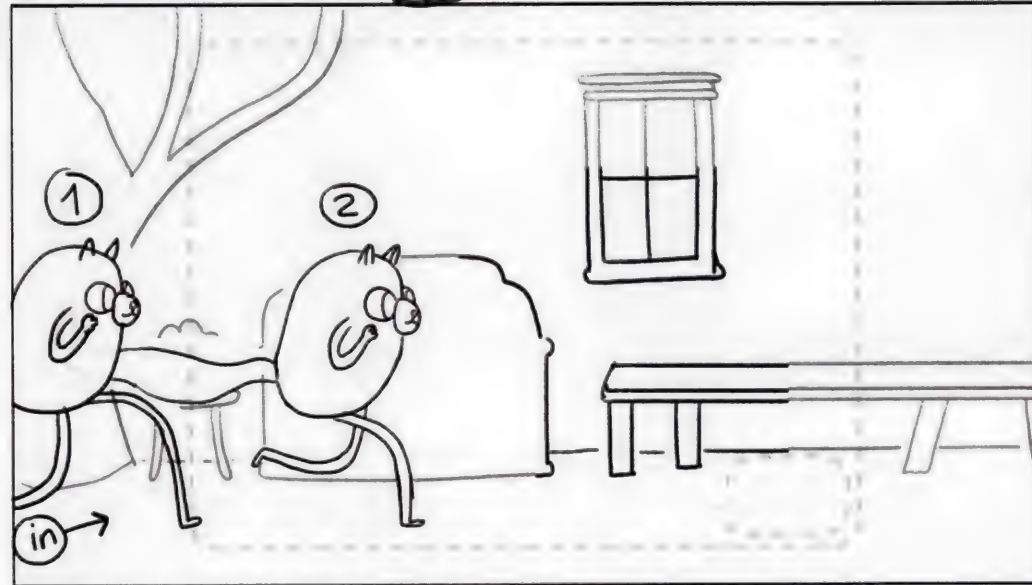
Bg.

day night



Sc. **38 cont** Pnl. **B**

Bg.



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EPISODE #

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Dialog:

Action:

- CAKE STRETCH WALKS ON/S.

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Timing:

Production :

1034/237



# ADVENTURE TIME



NO SC'S  
39-40

Page 65  
day night

Sc. 38 *CONT* Pnl. *E*

Bg.

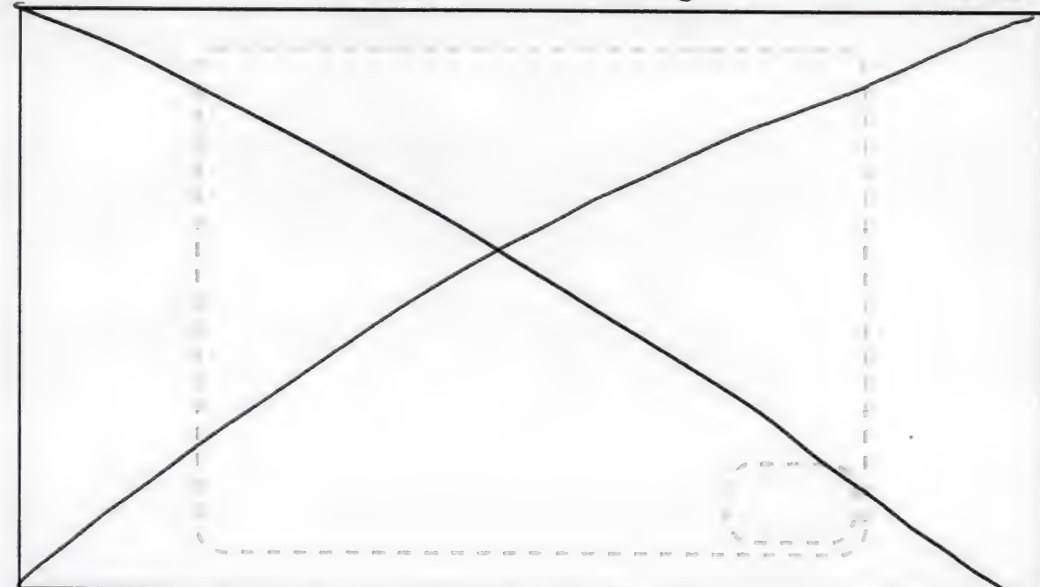
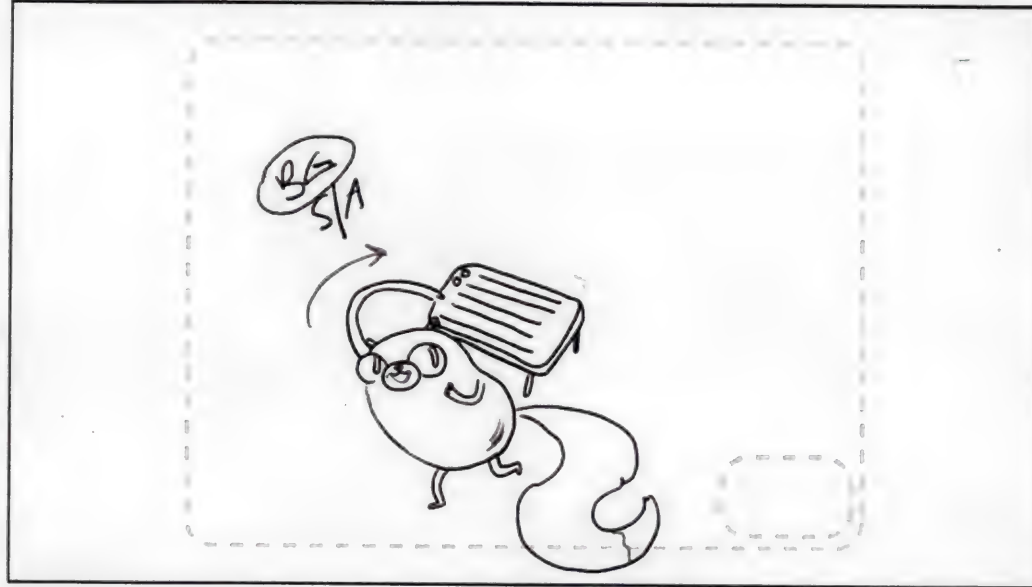
day night

Sc.

Pnl.

Bg.

day night



Dialog:

C: My portable griddle ...

Action:

- C. PULLS OUT GRIDDLE.

Timing:



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EPISODE # 1034-237

Production :

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1034/237

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# ADVENTURE TIME

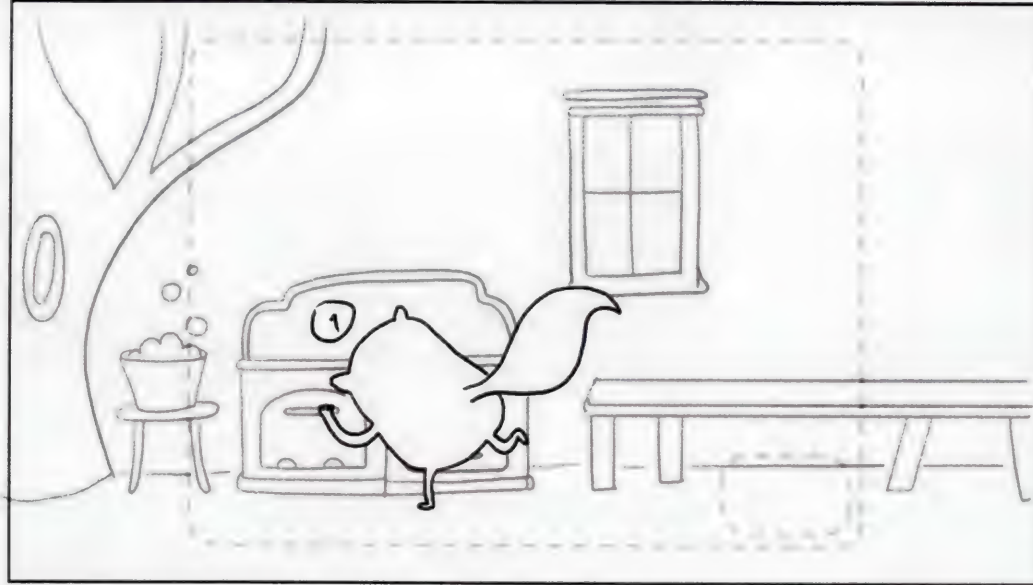


Page 64  
day night

Sc. 38 *CONT* Pnl. C

Bg.

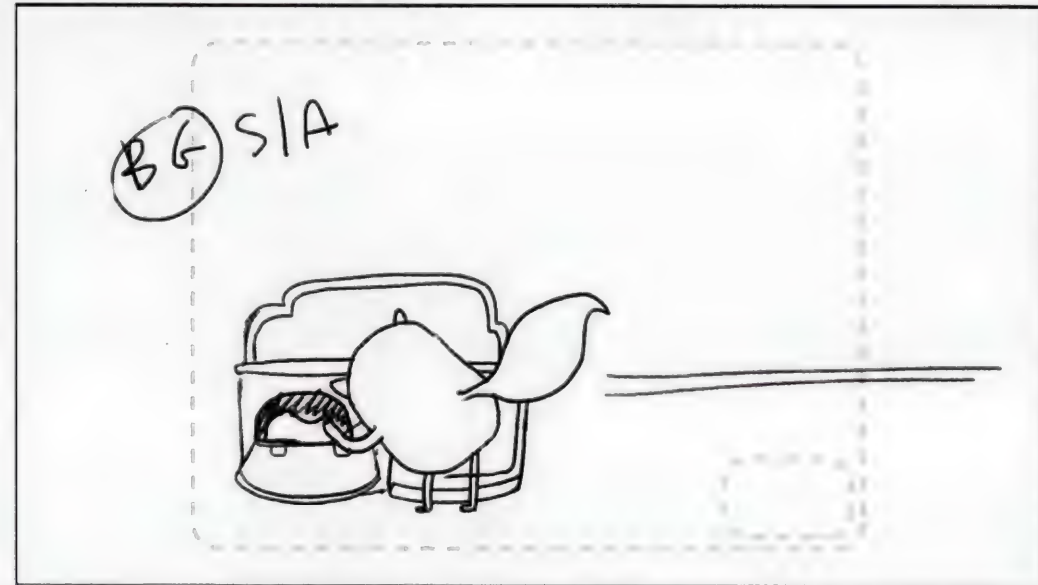
day night



Sc. 38 *CONT* Pnl. D

Bg.

day night



EPISODE # 1034-237

1034/237

Production :

1034/237

Dialog:

C: Gotta get my supplies  
together.

Action:



- C. OPENS OVEN.

OCT 30 2015

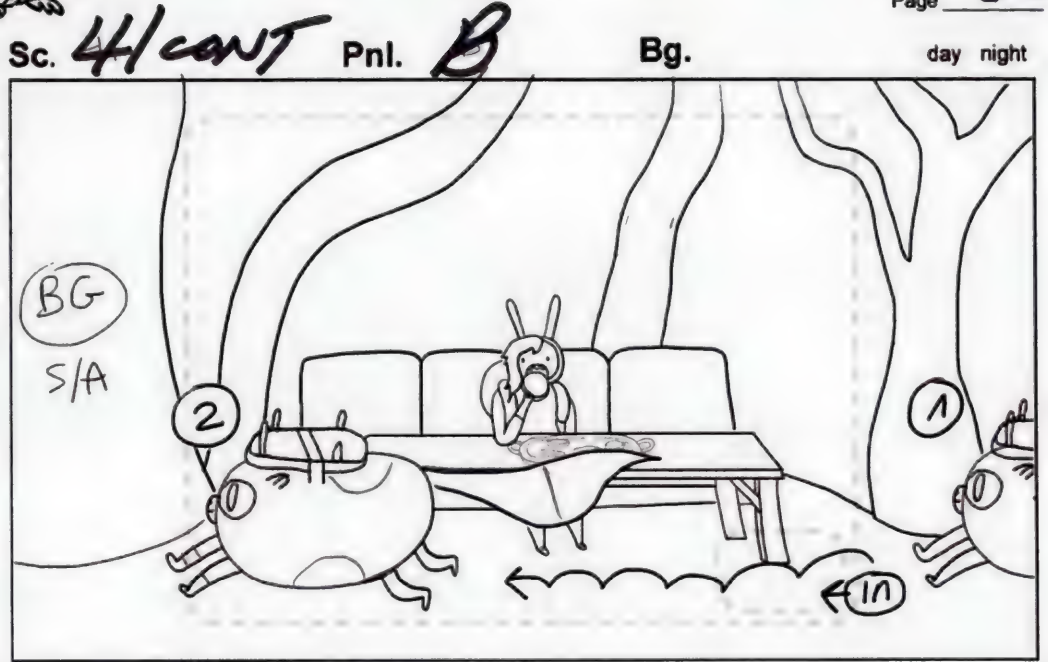
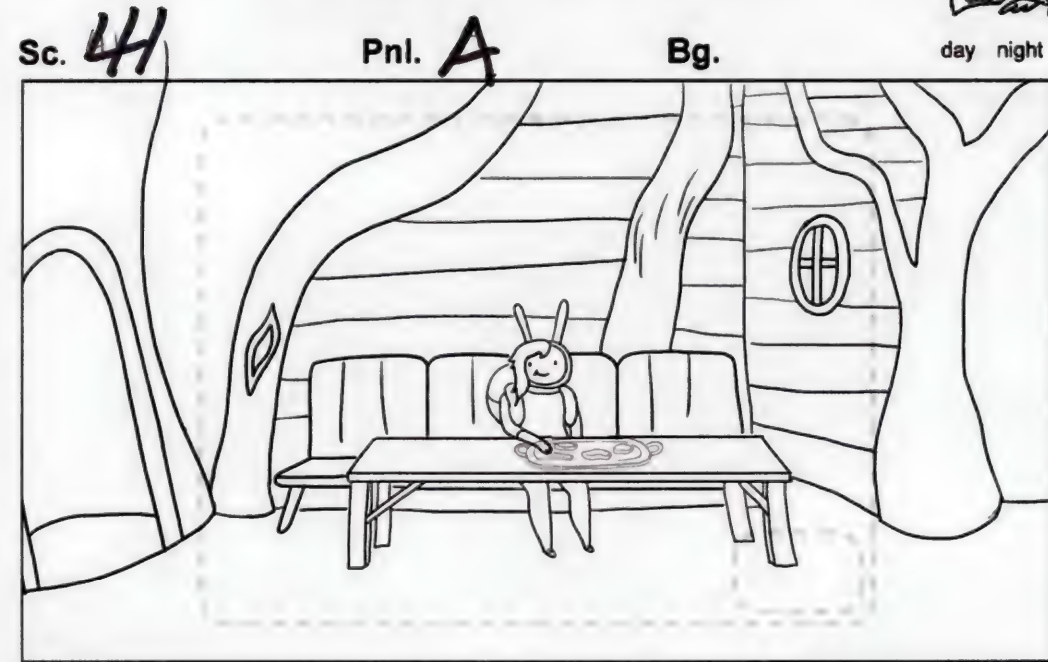
Timing:



ADVENTURE TIME



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EPISODE # 1034-237

Production :

Dialog: C (off screen): some peppermint eggs... E: [CHEWING]

Action: SFX: Rattling, clanking of pans/cabinets off-screen - CAKE RUNS ON/5

Timing:

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1034/237

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# ADVENTURE TIME

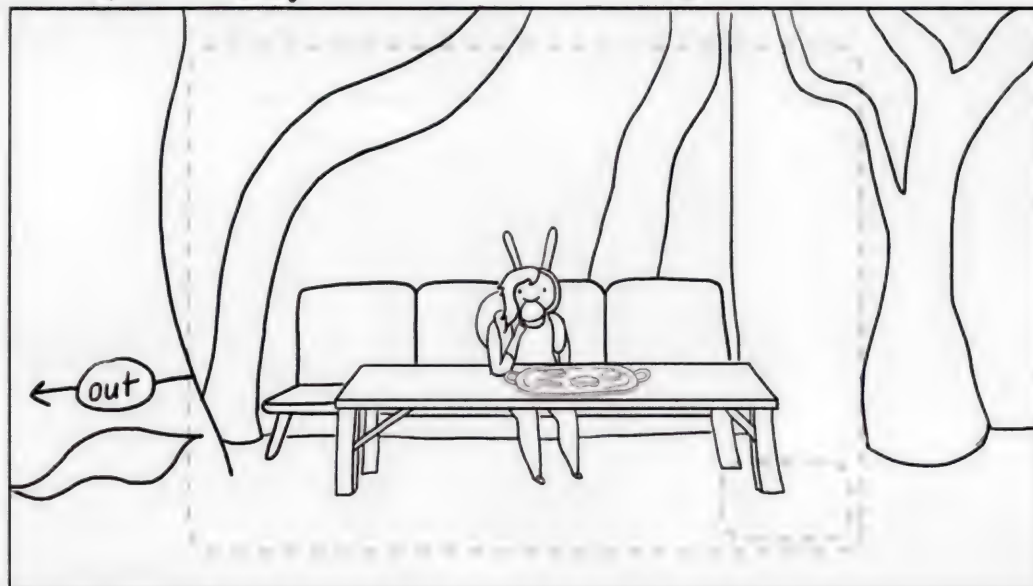


Page **67**

Sc. **4/CONT** Pnl. **C**

Bg.

day night



Sc. **4/CONT** Pnl. **D**

Bg.

day night



EPISODE # **1034-237**

**1034/237**

Production :

**1034/237**

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Dialog: C (off-screen): And the twice-cursed flour!

⊕ chewing

Action: - CAKE RUNS OFF/S.

SFX: More off screen rattling

⊕ 's eating

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Timing:

⊙ has more stuff on her back.  
(eggs, spoons)

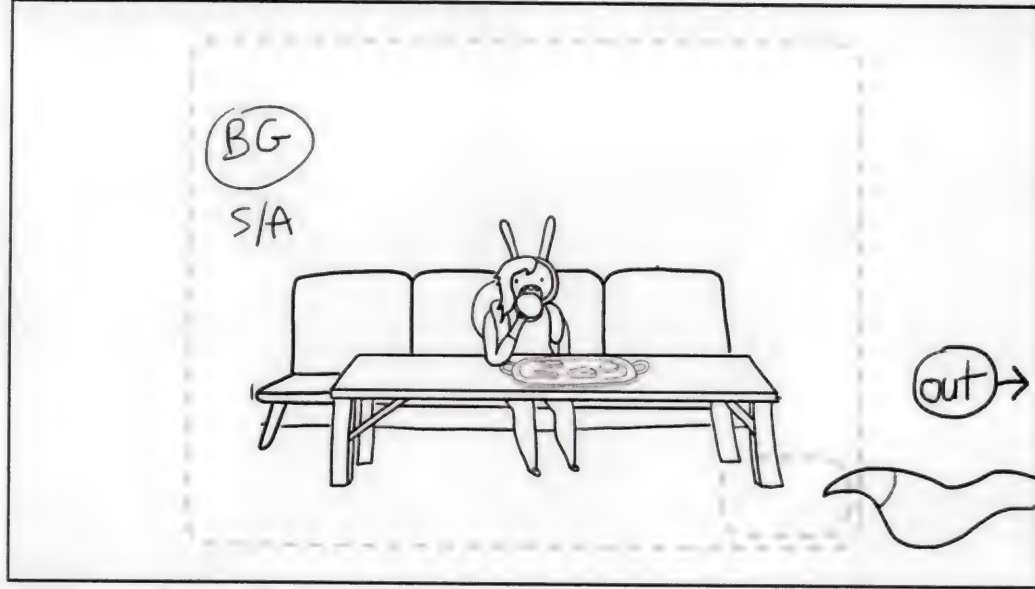


ADVENTURE TIME

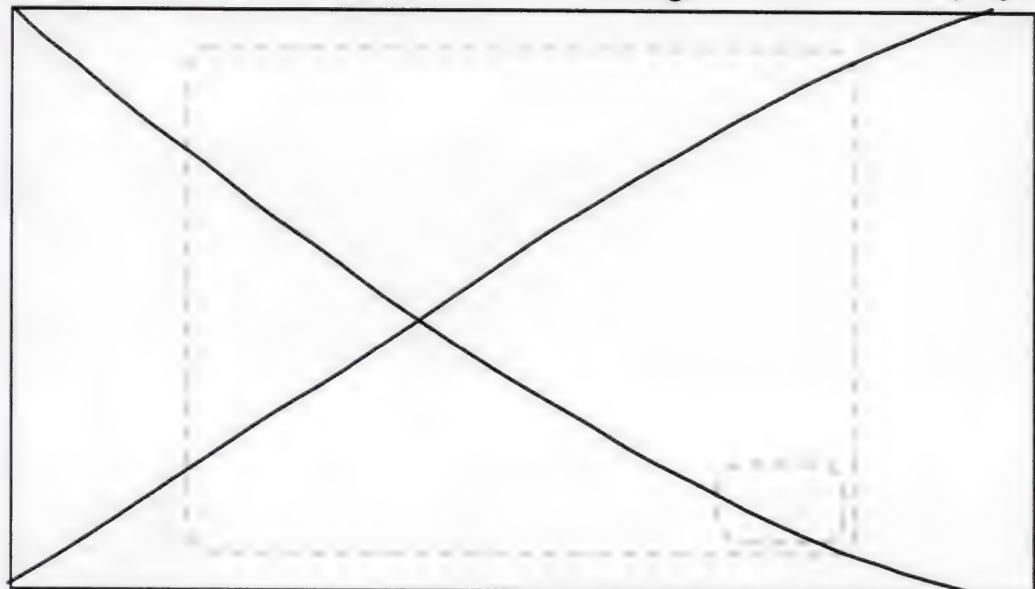


Page 68

Sc. 4/cont Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<u>© : Got it!</u>
Action:	<u>- LAKE RUNS OFF/S.</u>
Timing:	

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Production :

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1034/237

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# ADVENTURE TIME

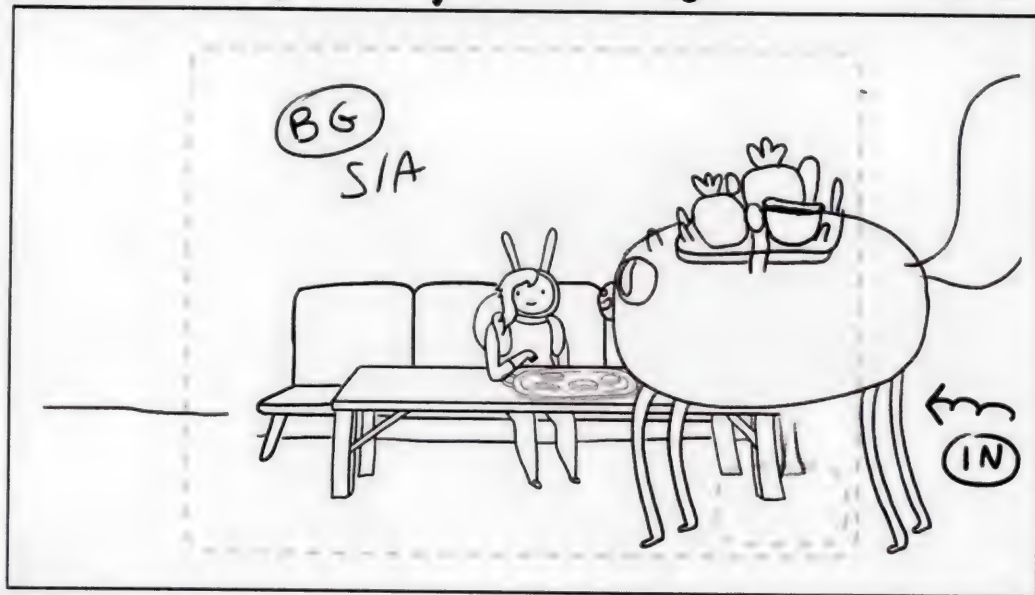


Page 69  
day night

Sc. 4/CONT Pnl. F

Bg.

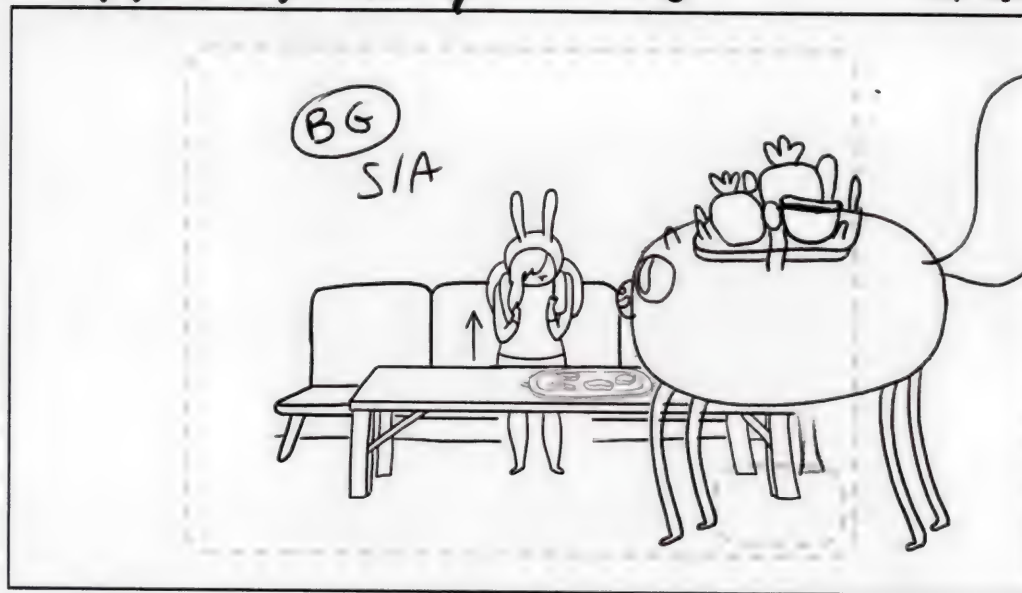
day night



Sc. 4/CONT Pnl. G

Bg.

day night



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EPISODE #

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Dialog:

C: Ready for stories and flapjacks?

Action:

- C. WALKS ON/C.

Timing:



F: Heck yes!

① F stands up fast + very seriously

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Production :

1034/237

1034/237



ADVENTURE TIME

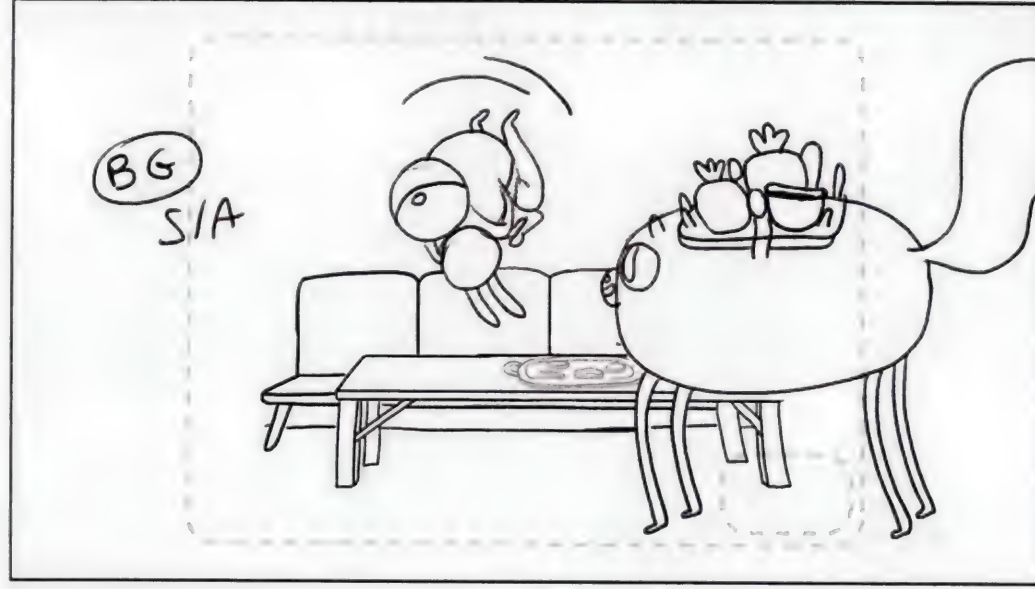


Page 70  
day night

Sc. 4/cont Pnl. H

Bg.

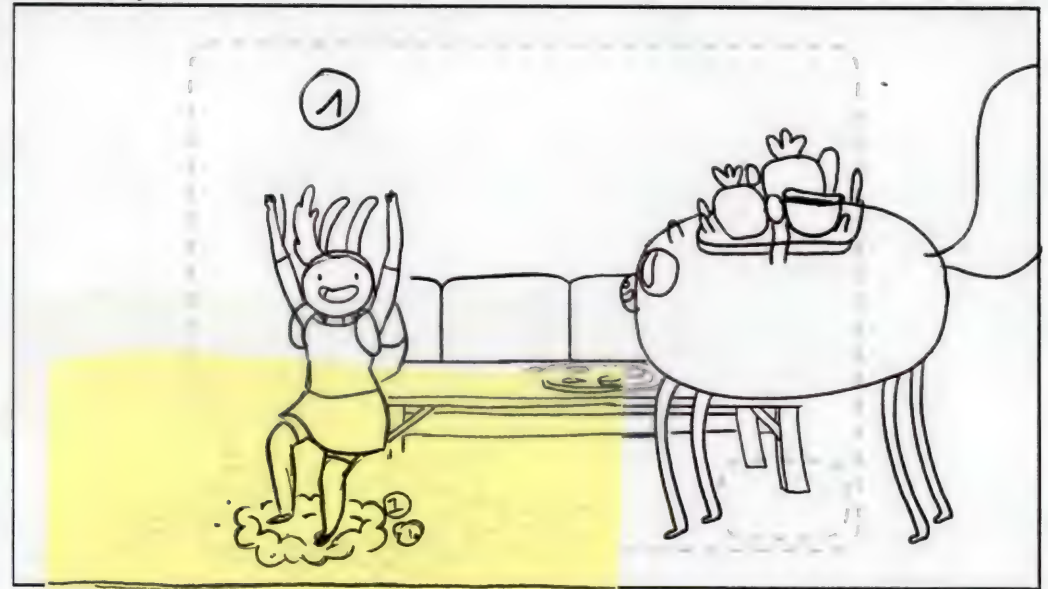
day night



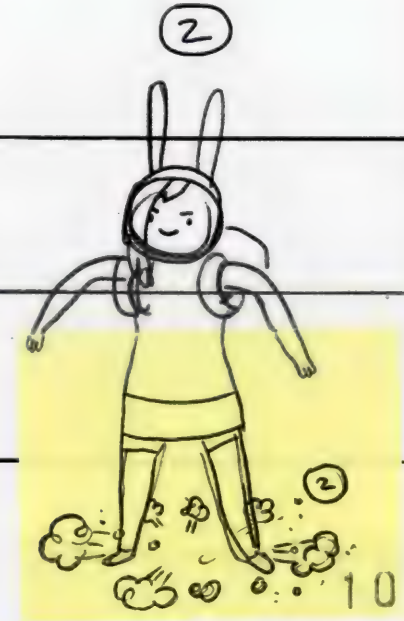
Sc. 4/cont Pnl. I

Bg.

day night



Dialog:	
Action:	SOMEERsaults over the table - Dramatic Landing
Timing:	OCT 30 2015



1034-237

EPISODE #

Production :

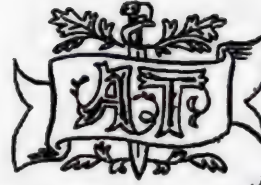
1034/237

1034/237

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# ADVENTURE TIME

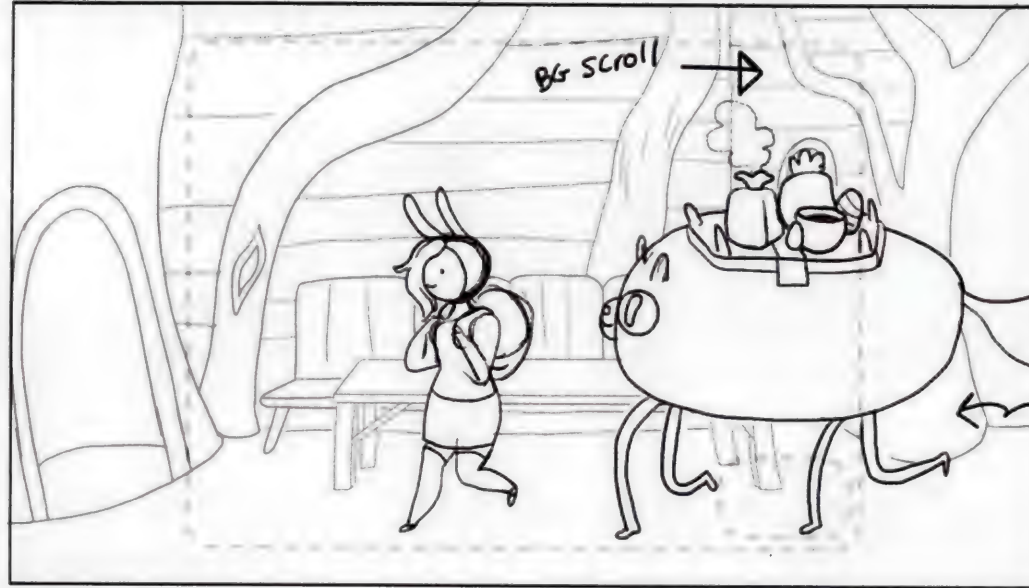


Page 71  
day night

Sc. 4/CONT Pnl. J

Bg.

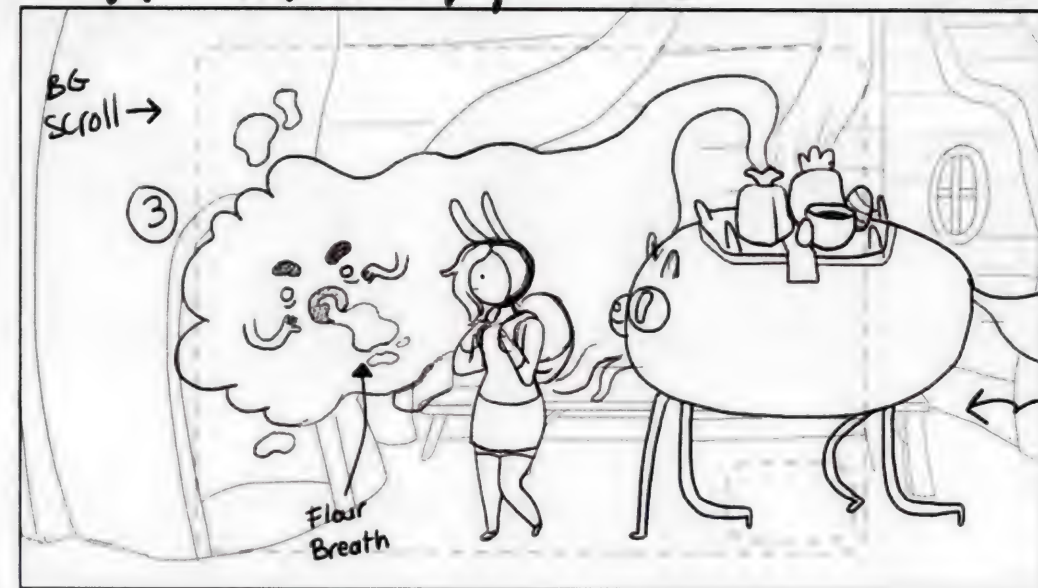
day night



Sc. 4/CONT Pnl. K

Bg.

day night



Dialog:

SFX: \* PFFFT \*

OOOOO...

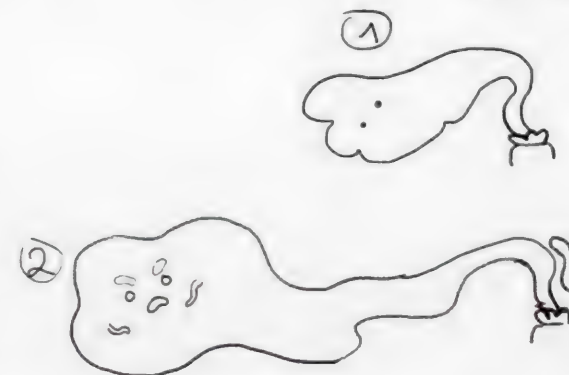
Flour Demon: You're wasting me on breakfast!

Action:

- Flour cloud comes out of flour bag  
- F+C WALK LEFT.

Timing:

OCT 30 2015



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Production :

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# ADVENTURE TIME

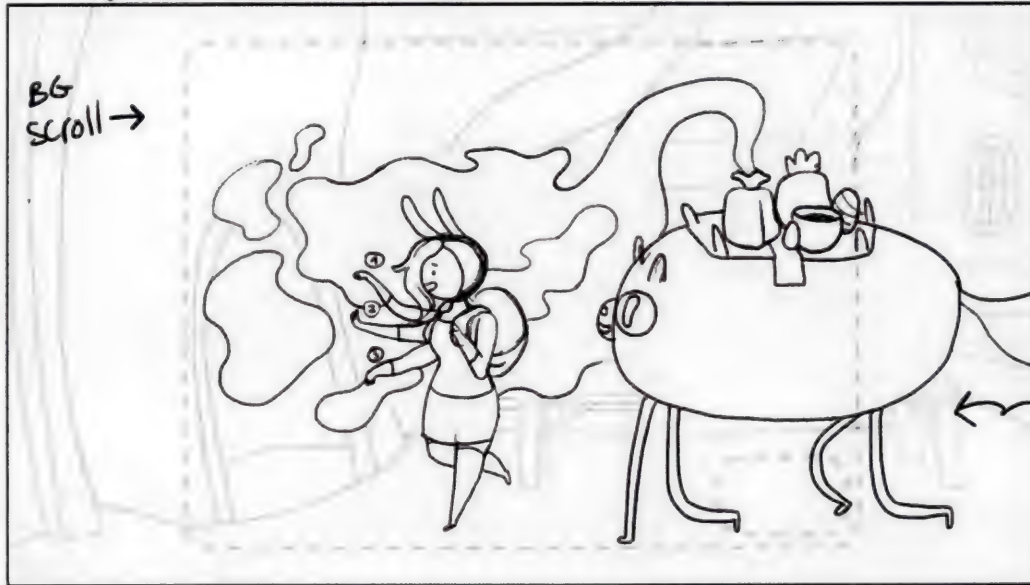


Page 72  
day night

Sc. 4H CONT Pnl. L

Bg.

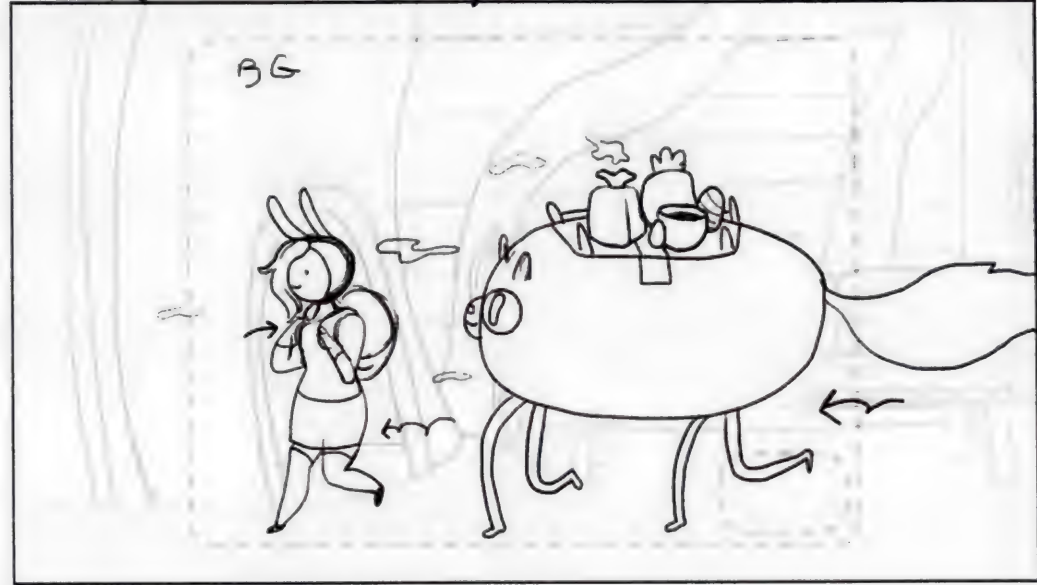
day night



Sc. 4H/CONT Pnl. M

Bg.

day night



Dialog:

F+C: Noone asked you, Flour Demon!

Sfx: A PFFT X

FD: 000...

Action:

F waves Flour demon away.

FD dissipates

OCT 30 2015

Timing:

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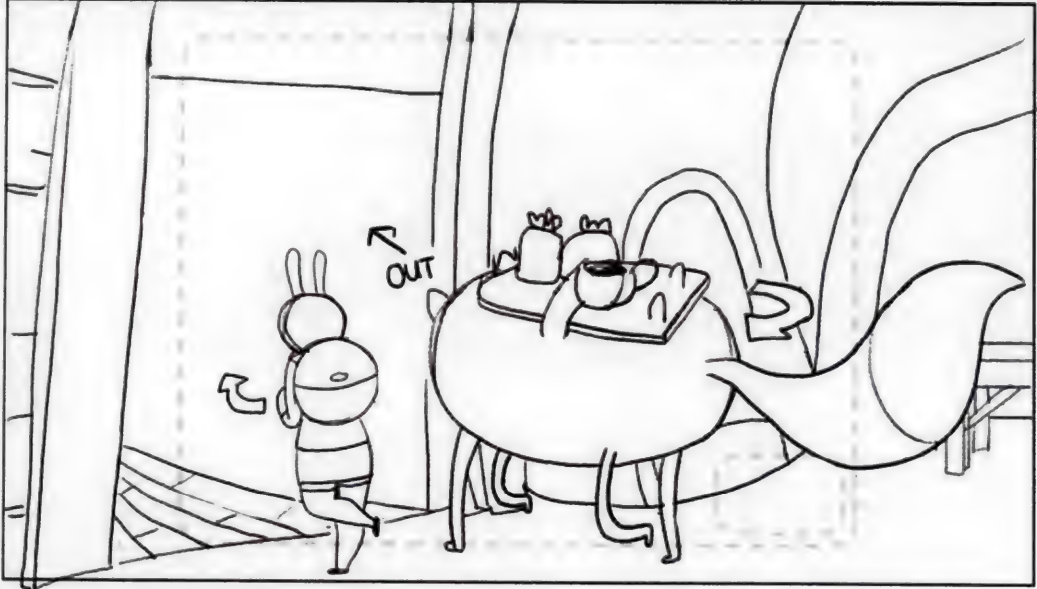
Production :

1034/237

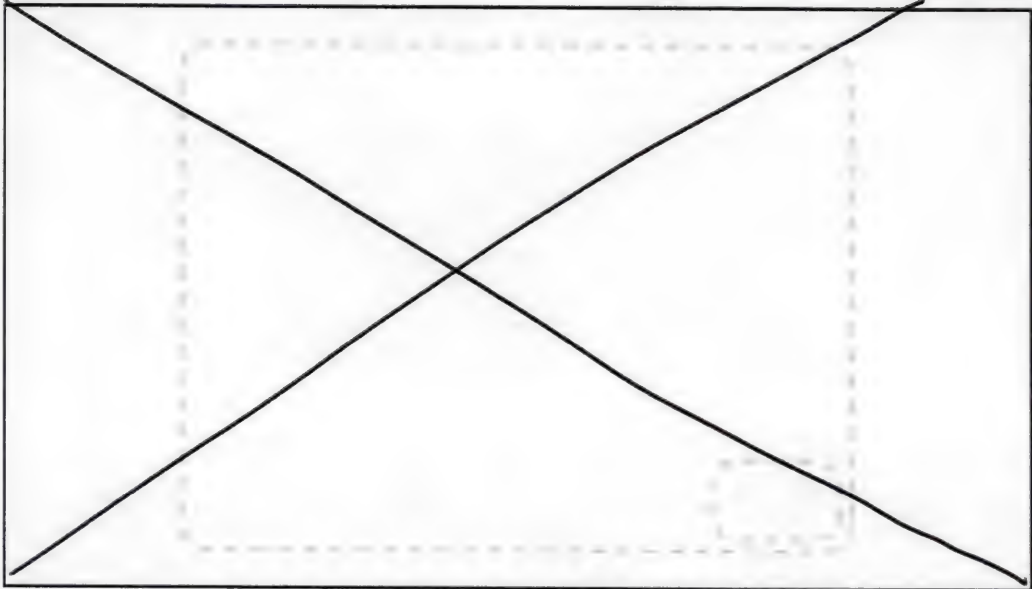
ADVENTURE TIME



Sc. 41 CONT Pnl. N Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: - F+C WALK OFF/K,  
OCT 3 0 2015

Timing:

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ADVENTURE TIME



Page 74  
day night

Sc. 42 Pnl. A Bg. day night



Sc. 42 cont Pnl. B Bg. day night



Dialog:	IK: That was like a cookbook (whispered) Written by a genius.
Action:	
Timing:	

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# ADVENTURE TIME

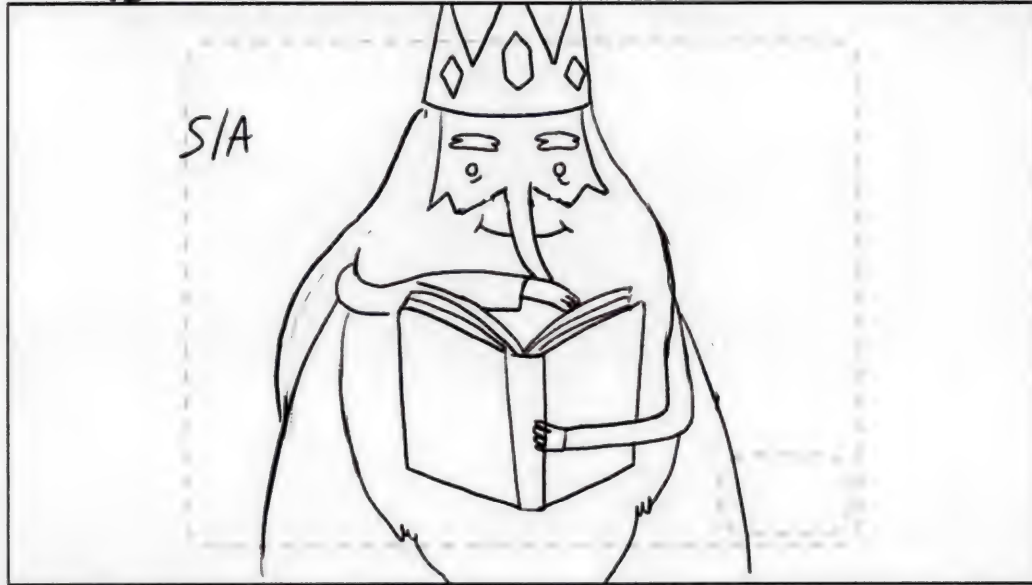


Page 75

Sc. 42 cont Pnl. C

Bg.

day night



Sc. 42 cont Pnl. D

Bg.

day night



Dialog:

IK: Onto the next chapter -

Action:

- IK turns page

Timing:



OCT 30 2015

EPISODE #

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Production :

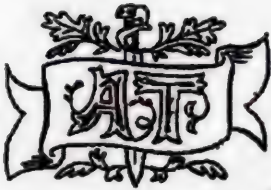
1034/237

1034/237

1034/237



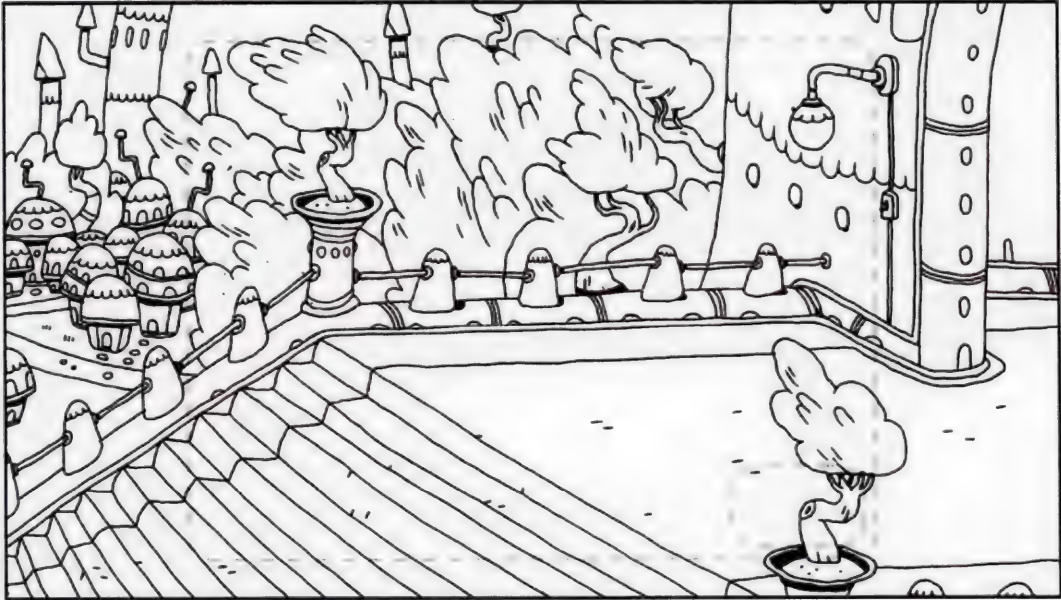
ADVENTURE TIME



Sc. 43 Pnl. A Bg. day night



Sc. 44 Pnl. A Bg. day night



Dialog:
(1K) 1/0 "A GAME OF GUMBALL" PB's Candy Kingdom
Action:
OCT 30 2015
Timing:

EPISODE # 1034-237

Production :

# ADVENTURE TIME

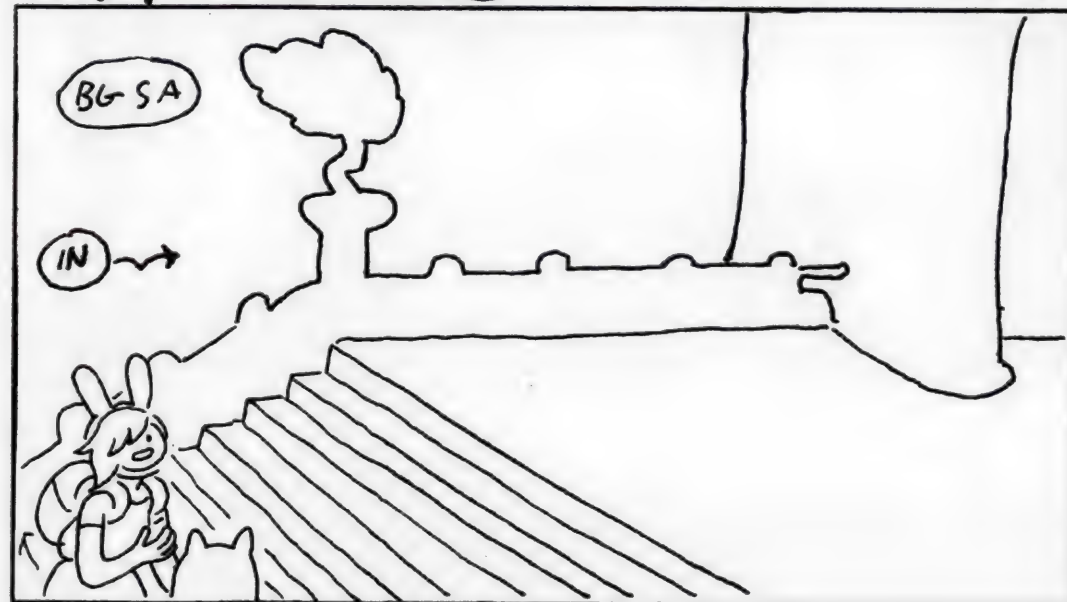


Page **77**

Sc. **44 CONT** Pnl. **B**

Bg.

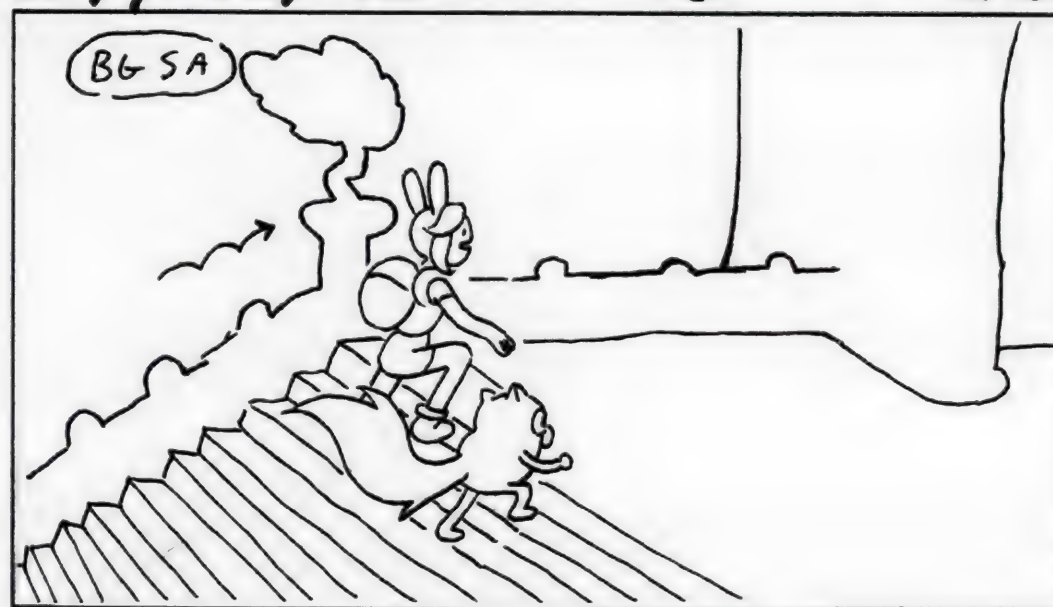
day night



Sc. **44 CONT** Pnl. **C**

Bg.

day night



Dialog:

(F) PRINCE GUMBALL WOULD  
PROBS MAKE A GREAT FLAPJACK  
MODEL ...

Action:

- F + C WALK UP STAIRS ON/S.

OCT 30 2015

Timing:

1034-237

EPISODE #

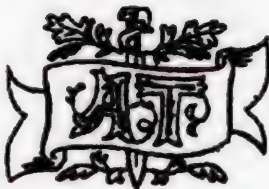
1034/237

Production :

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ADVENTURE TIME

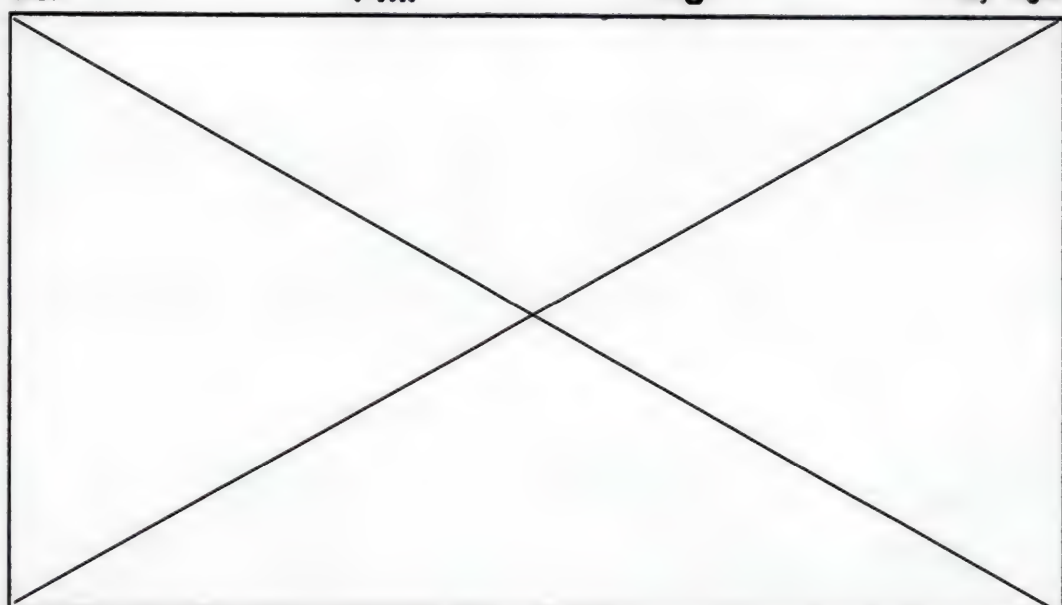


Page **70**  
**NO PG-79**  
day night

Sc. **45** Pnl. **A** Bg. day night



Sc. Pnl. Bg. day night



**Dialog:**  
F SOMETIMES HE GETS SO  
ABORBED IN HIS WORK THAT HE  
DOESN'T MOVE FOR DAYS.

**Action:**

**Timing:**

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1034-237

Production :

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# ADVENTURE TIME

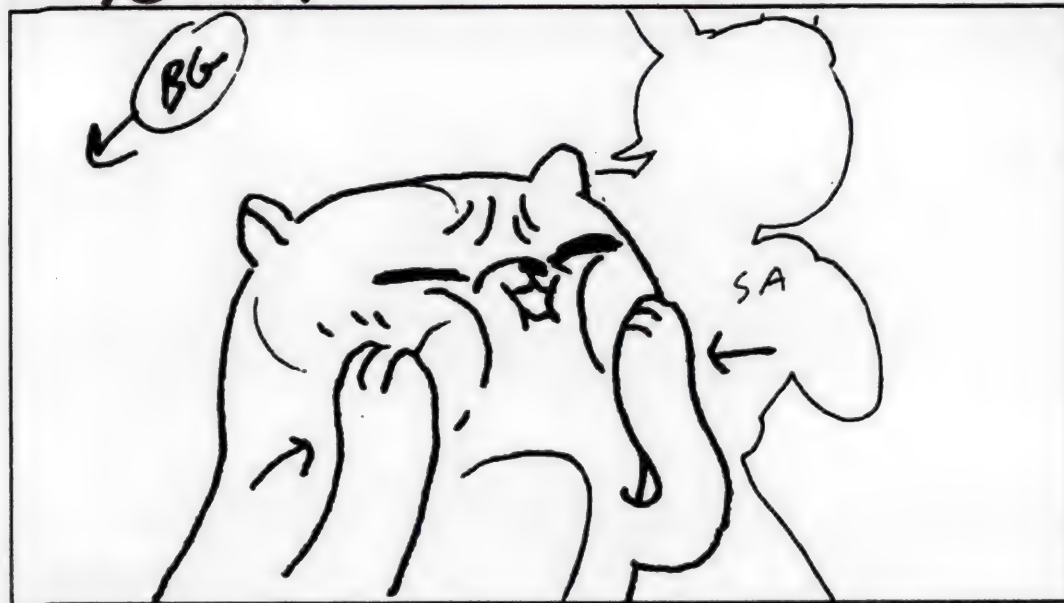


Page **80**

Sc. **45 CONT** Pnl. **B**

Bg.

day night

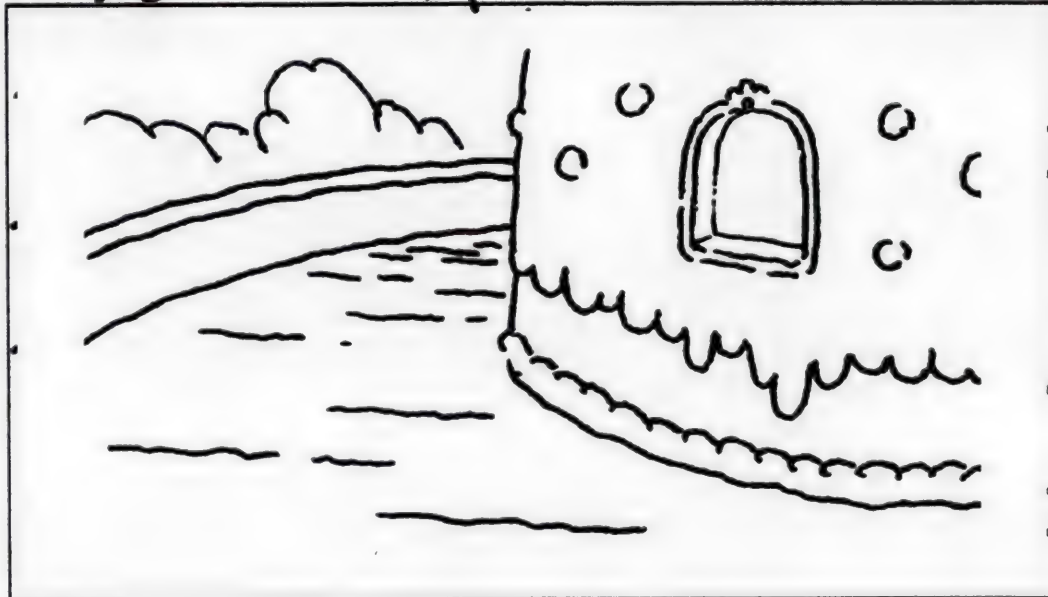


Sc. **46**

Pnl. **A**

Bg.

day night



Dialog:

© OH!

© TO COOK A ROYAL PORTRAIT!

Action:

-CAKE SQUISHES HER CHEEKS.

OCT 30 2015

Timing:

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Production :

**1034/237**

**1034/287**

**1034/287**



# ADVENTURE TIME



Page 81  
day night

Sc. 46 CONT Pnl. B

Bg.

day night



Sc. 46 CONT Pnl. C

Bg.

day night



Dialog:

© I CAN BREAK OUT THE  
PINK SEASALT AND -

Action:

-F+J WALK ON/S.

-F+J ROUND CORNER.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

# ADVENTURE TIME



Page 82

Sc. 46 cont Pnl. D

Bg.

day night

Sc. 46 cont Pnl. E

Bg.

day night



Dialog:

(F) HEY!

(F) THERE'S GUMBALL.

Action:

- F STOPS NEXT TO WINDOW.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237



ADVENTURE TIME



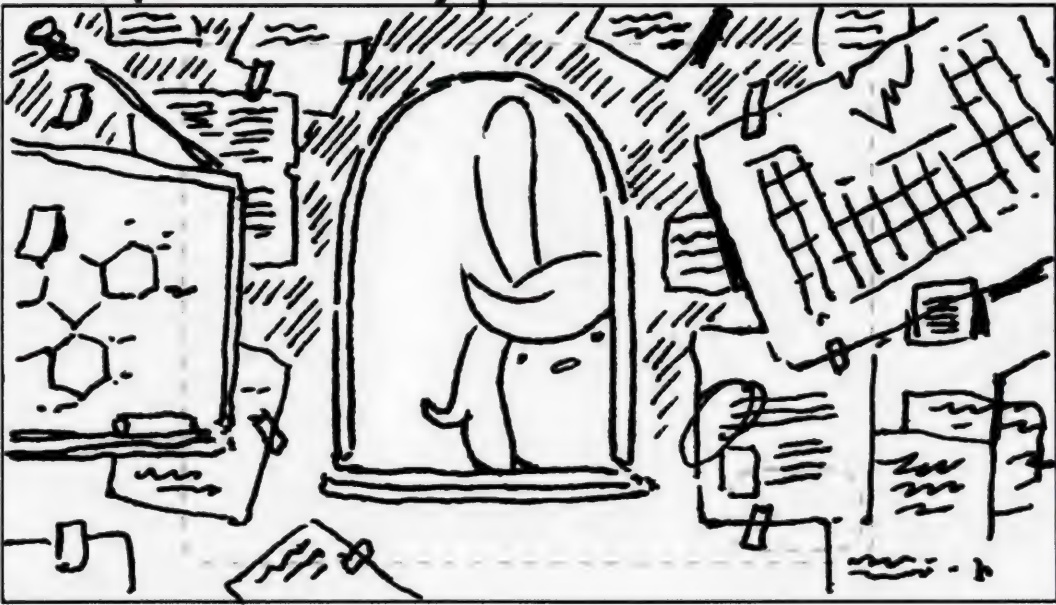
Page **83**

Sc. **47**

Pnl. **A**

Bg.

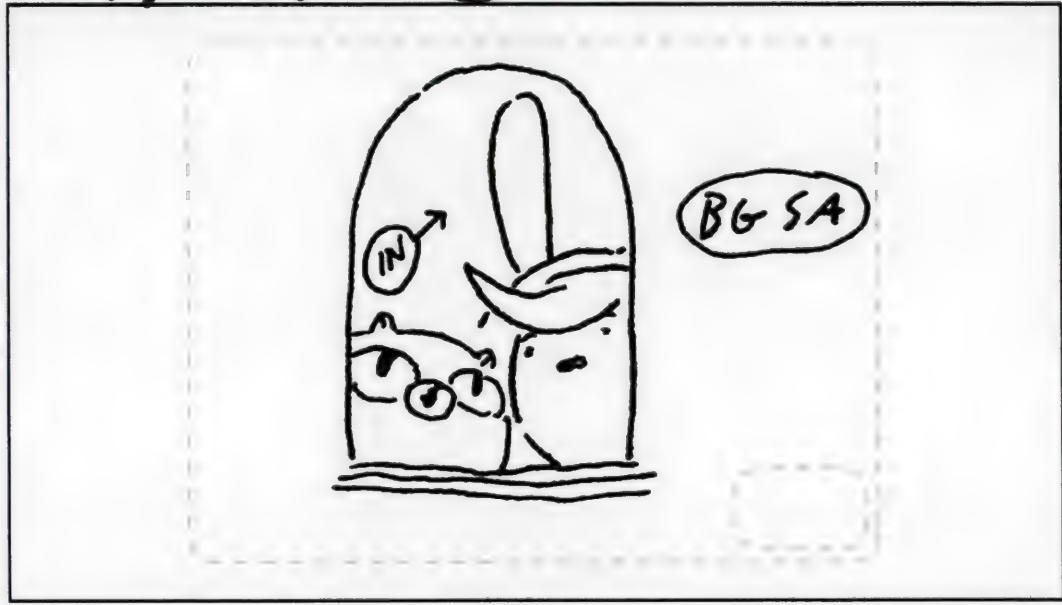
day night



Sc. **47 cont** Pnl. **B**

Bg.

day night



Dialog:	(F) UUH...	SFX: * RUSTLING / CLATTER *
Action:		- CAKE COMES ON/S.
Timing:		OCT 30 2015

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Production :

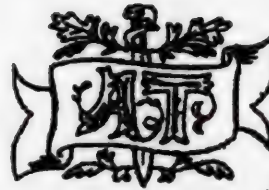
1034/237

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1034/237

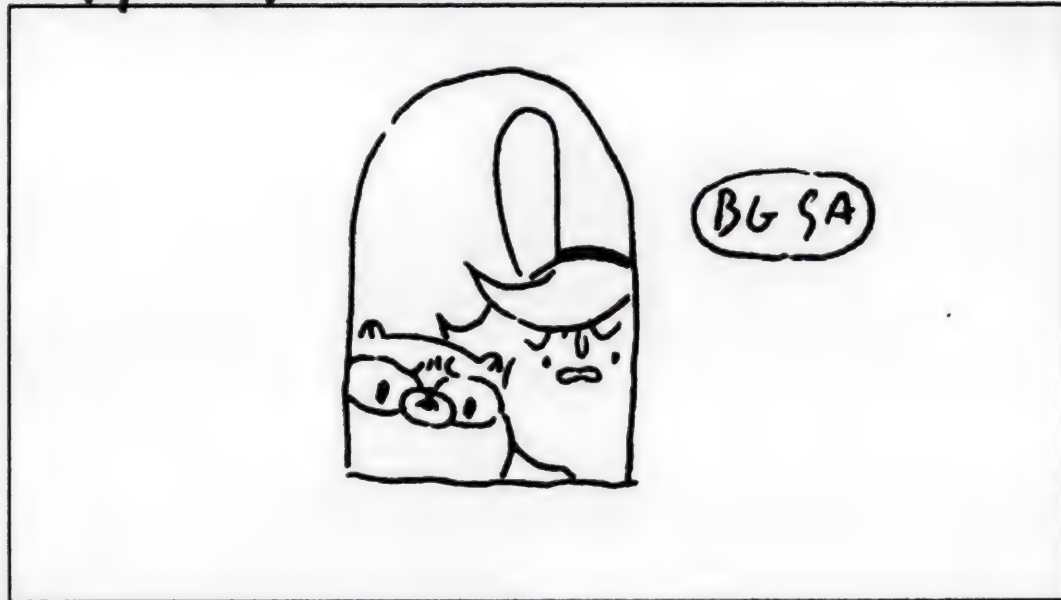
# ADVENTURE TIME



Sc. **47 CONT** Pnl. **C**

Bg.

day night



Sc. **48**

Pnl. **A**

Bg.

day night



Dialog:

(O.S.)  
(GB) IS IT HERE...

(GB) NO... NO...

Action:

- A, B x 2
- PG SHUFFLES PAPERS.

Timing:



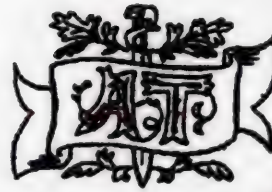
OCT 30 2015

EPISODE # 1034-237

Production :



# URE TIME

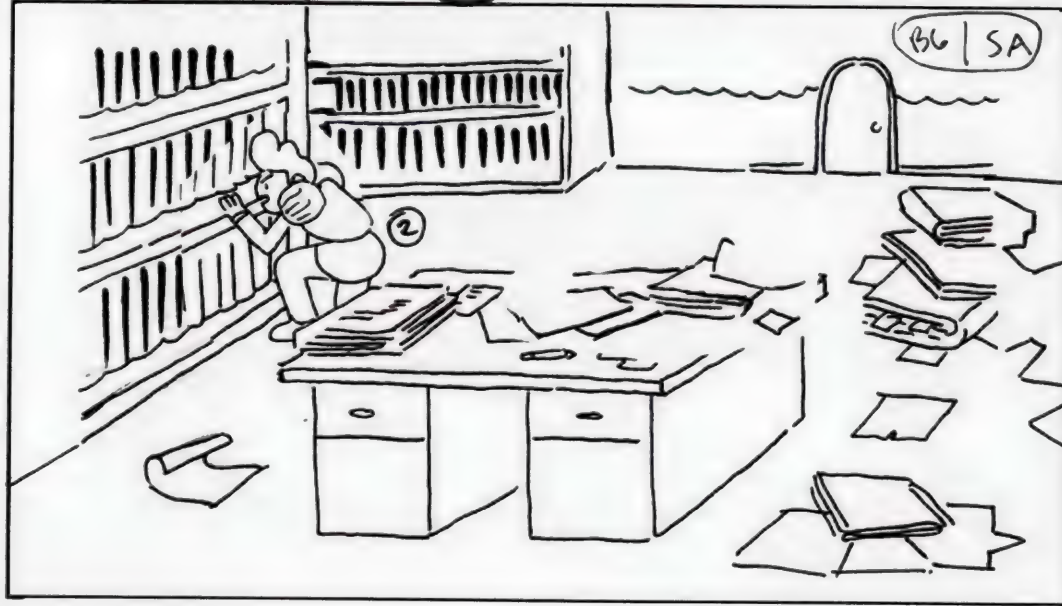


Page **85**

Sc. **48 CONT** Pnl. **B**

Bg.

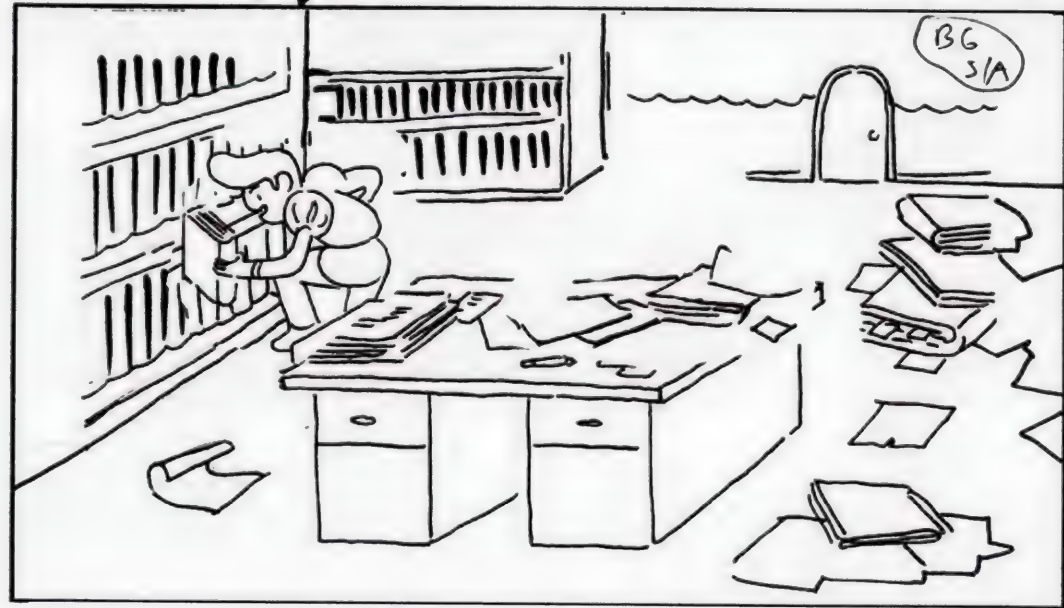
day night



Sc. **48 CONT** Pnl. **C**

Bg.

day night



Dialog:

**(GB)** AH! JUST WHAT I NEED!

Action:

-PG LOOKS THROUGH BOOKS

-PG PULLS OUT BOOK



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Production :

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# ADVENTURE TIME

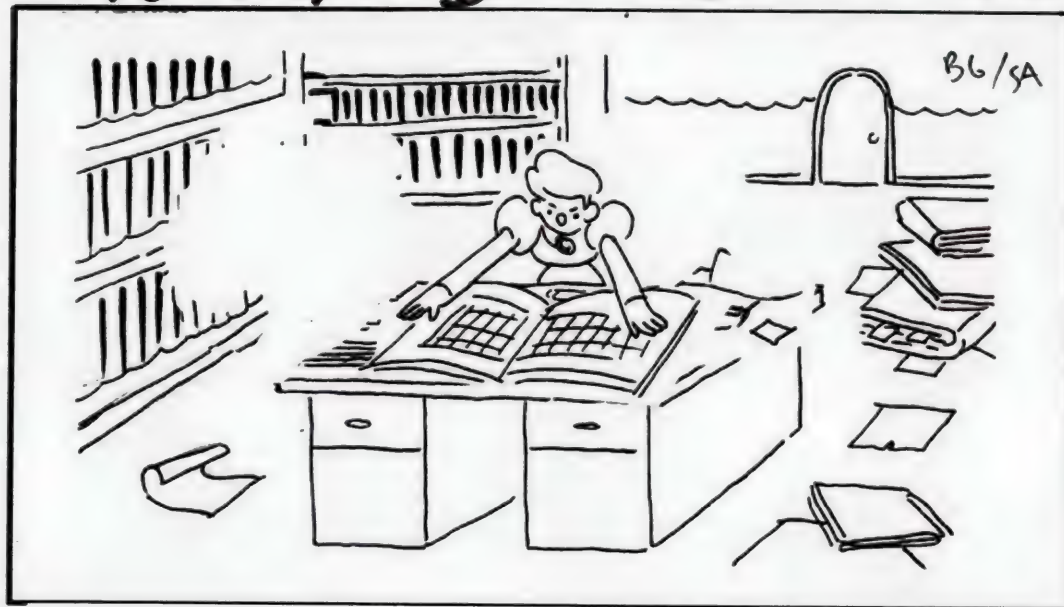


Page 86

Sc. 48 cont Pnl. D

Bg.

day night



Sc. 48 cont Pnl. E

Bg.

day night



Dialog:

(GB) THE PERIODIC TABLE OF  
CANDY ELEMENTS!

Action:

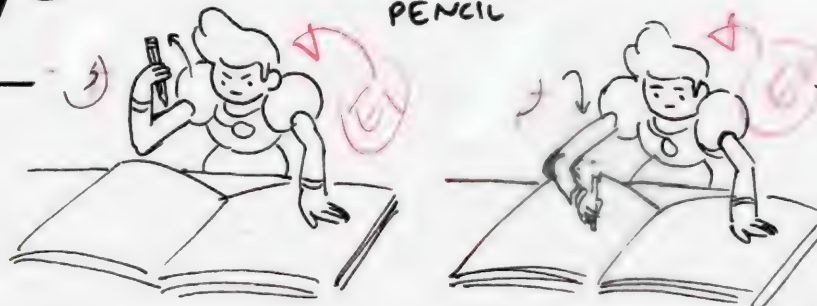
-PG OPENS BOOK

Timing:



A, B, C

-PG GRABS  
PENCIL



OCT 30 2015

Production :

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# ADVENTURE TIME



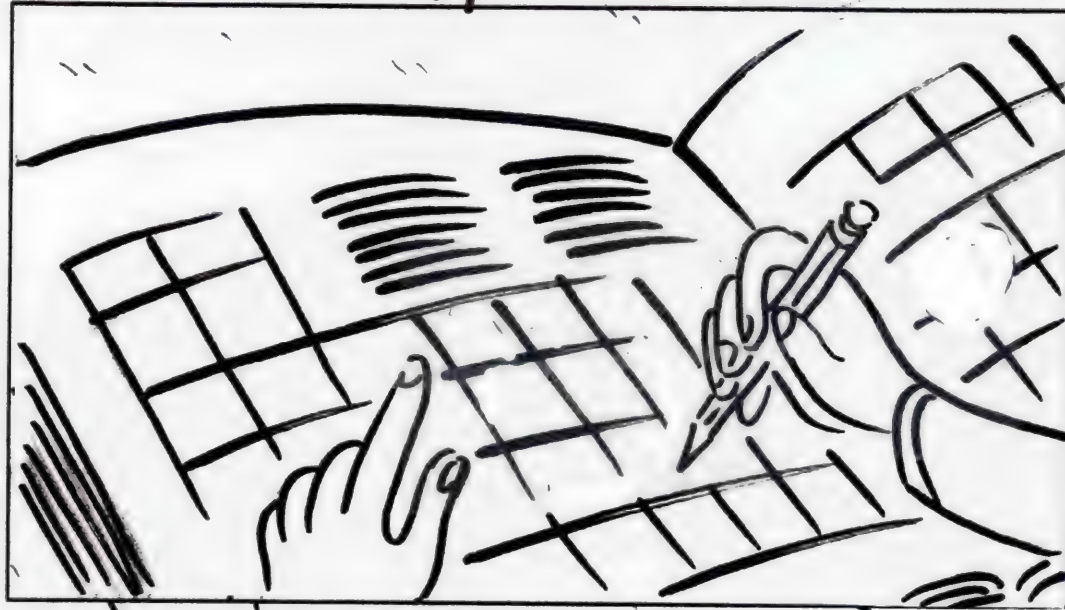
Page **87**

Sc. **49**

Pnl. **A**

Bg.

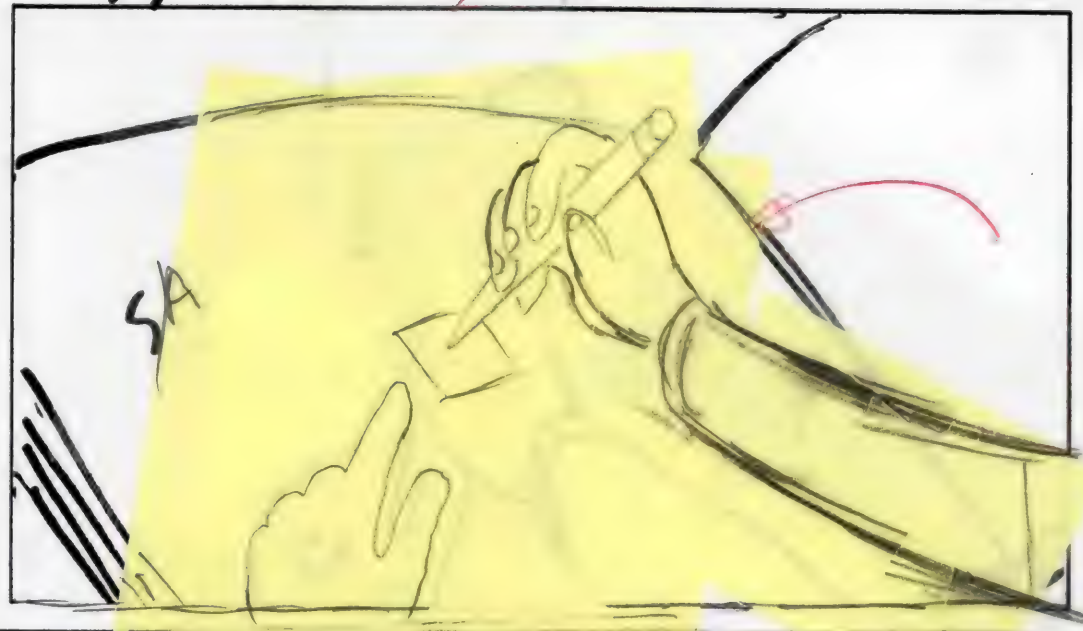
day night



Sc. **49 CONT** Pnl. **B**

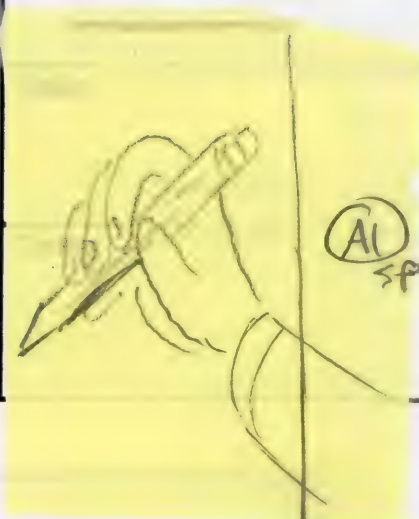
Bg.

day night



Dialog:

**(GB)** IF I USE THIS ONE ... 'ROCK CANDIUM,'  
AND THIS ONE HERE



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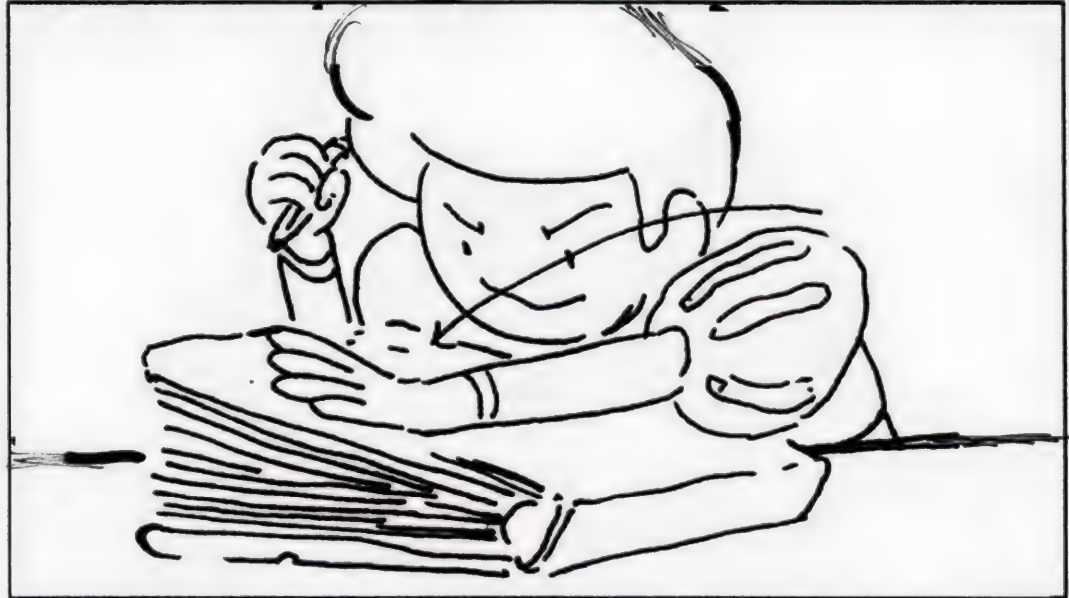


Page **88**

Sc. **50** Pnl. **A** Bg. day night



Sc. **50 CONT** Pnl. **B** Bg. day night



Dialog: (GB) HA HA! THE PERFECT STRATEGY!!!

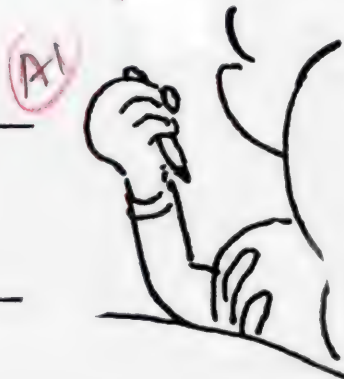
SFX: \* SLAM! \*

Action:

- GB SLAMS BOOK SHUT.

OCT 30 2015

Timing:



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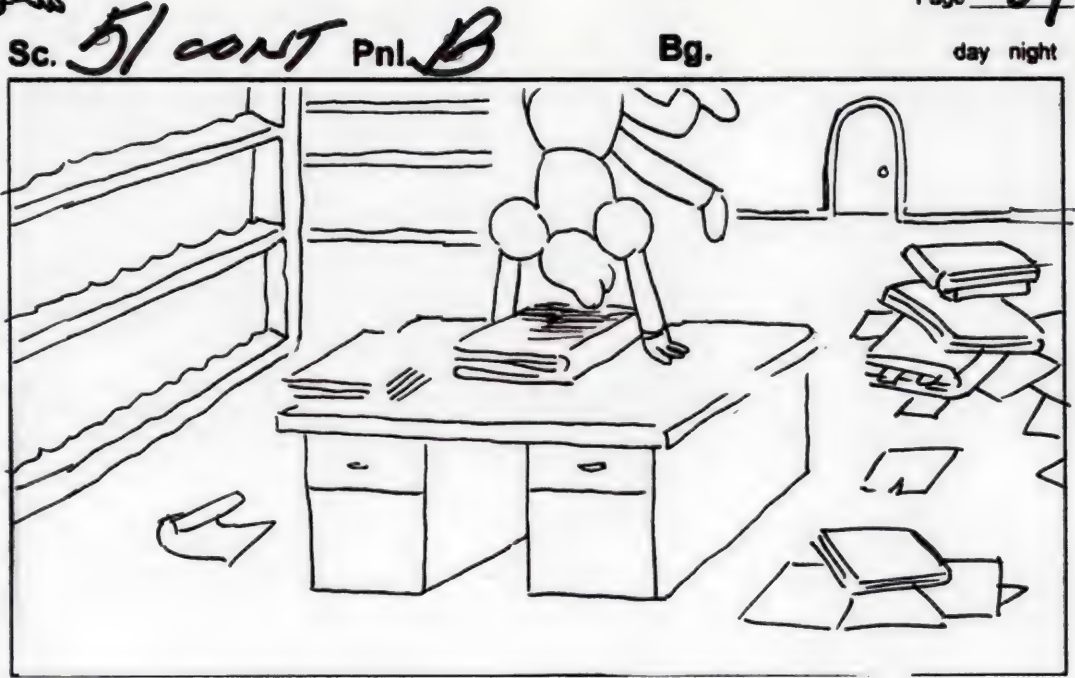
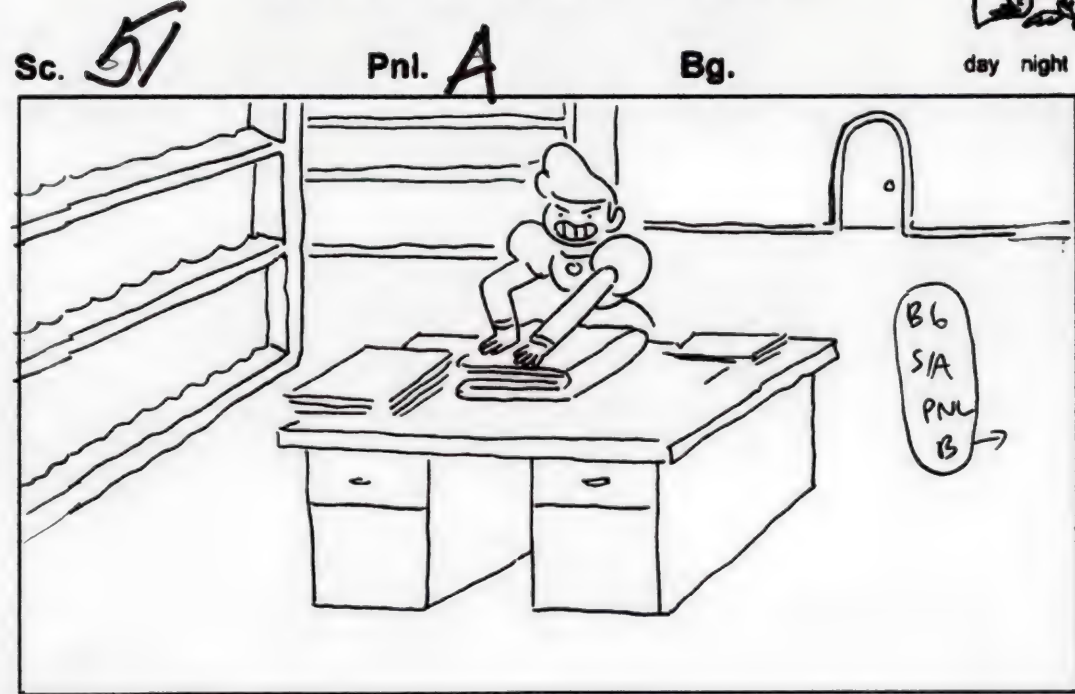
Production :

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# ADVENTURE TIME



Dialog:	(A) ...	(GB) HYUP
Action:		
Timing:		

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EPISODE # 1054-237

Production :

# ADVENTURE TIME



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Sc. 51 CONT Pnl. C

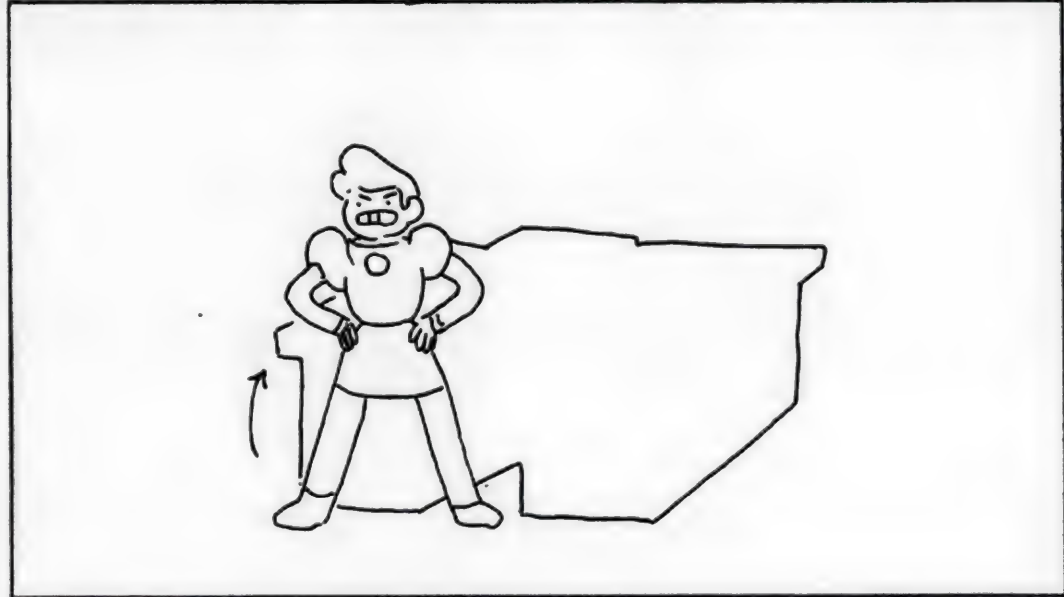
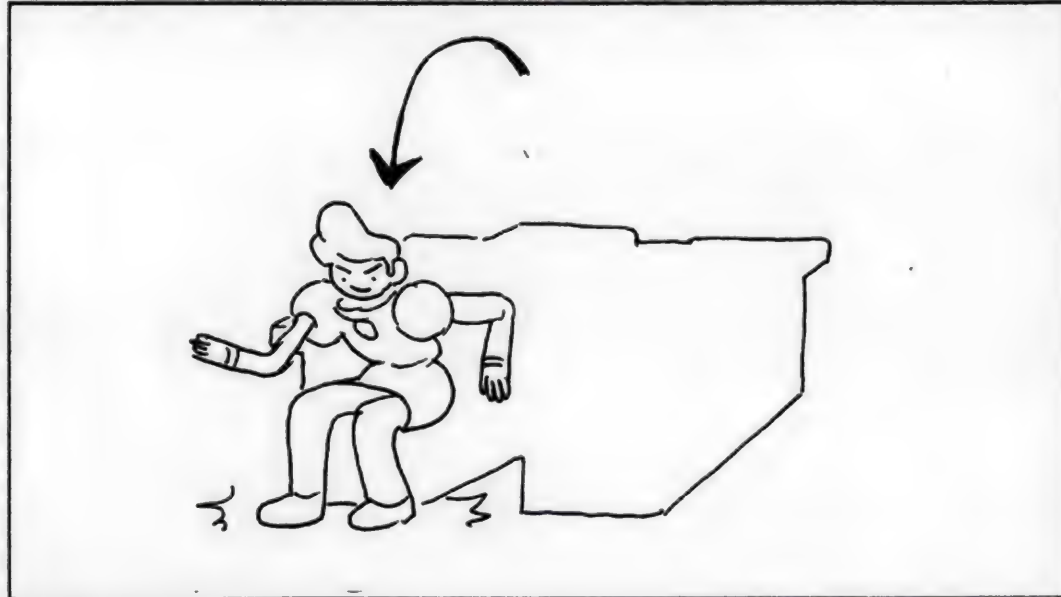
Bg.

day night

Sc. 51 CONT Pnl. D

Bg.

day night



Dialog:

Action:

- GB FLIPS OVER DESK

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237



# ADVENTURE TIME



Page 91

Sc. 51 CONT Pnl. E

Bg.

day night

Sc. 51 CONT Pnl. F

Bg.

day night



Dialog:

Action:

- GB TURNS,

OCT 30 2015

Timing:

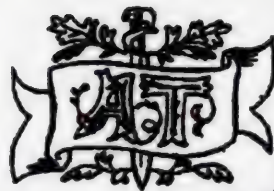
EPISODE # 1034-237

Production :

1034/237

1034/237

# ADVENTURE TIME



Page 92  
day night

Sc. 51 CONT Pnl. G

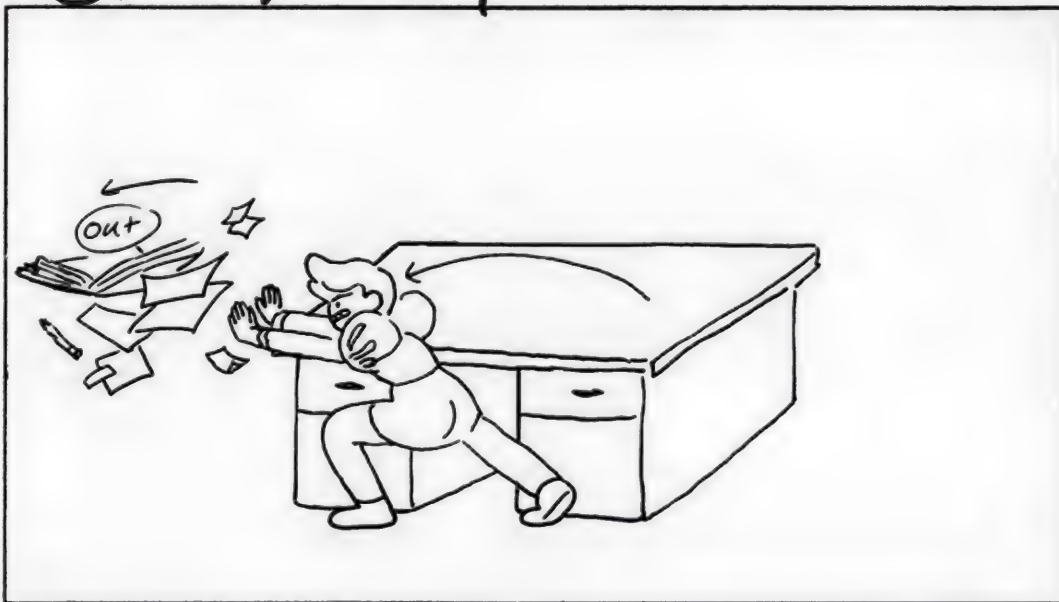
Bg.

day night

Sq. 51 CONT Pnl. H

Bg.

day night



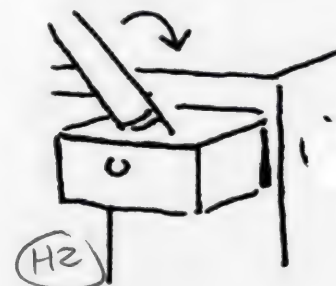
Dialog:

**\* CRASH \***

Action:

- GB SWEEPS EVERYTHING OFF DESK

Timing:



OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237



# ADVENTURE TIME



Page 93

Sc. 51 CONT Pnl. I

Bg.

day night



Sc. 51 CONT Pnl. J

Bg.

day night



Dialog:

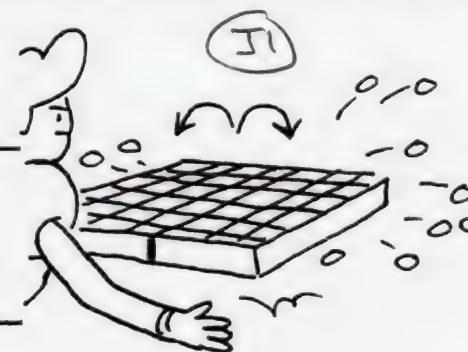
SPX: \*THNK\* CLATTER.

OCT 30 2015

Action:

- GB PULLS OUT GAMEBOARD.

Timing:



Production :

EPISODE # 1034-237

1034/237

1034/237

# ADVENTURE TIME



Page 94

Sc. 52

Pnl. A

Bg.

day night

Sc. 52 CONT

Pnl. B

Bg.

day night



Dialog:

(GB) \*INHALES\*

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237



# ADVENTURE TIME



Page **95**

Sc. **52 CONT** Pnl. **C**

Bg.

day night



Sc. **53**

Pnl. **A**

Bg.

day night



Dialog:

**(GB)** BUTERSCOTCH BUTLER, THE  
BUTTER SCOTCH-SCOTTISH-  
BUTLER !!!!!

**(GB)** I CHALLENGE YOU!

Action:

OCT 30 2015

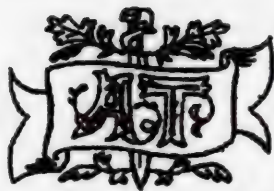
Timing:

EPISODE # 1034-237

Production :

1034/237

# ADVENTURE TIME



Page 96

Sc. 53 CONT Pnl. B

Bg.

day night



Sc. 54

Pnl. A

Bg.

day night



Dialog:

SFX: \*SLAM!\*

BUTTERSCOTCH BUTLER : < SMALL SIGH >

Action:

- B-BUTS THROWS OPEN DOOR

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237



# ADVENTURE TIME



Page 97

Sc. 54 CONT Pnl. B

Bg.

day night

So 55

Pnl. A

Bg.

day night



Dialog:

BB AGAIN?

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

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1034/237

1034/237

# ADVENTURE TIME

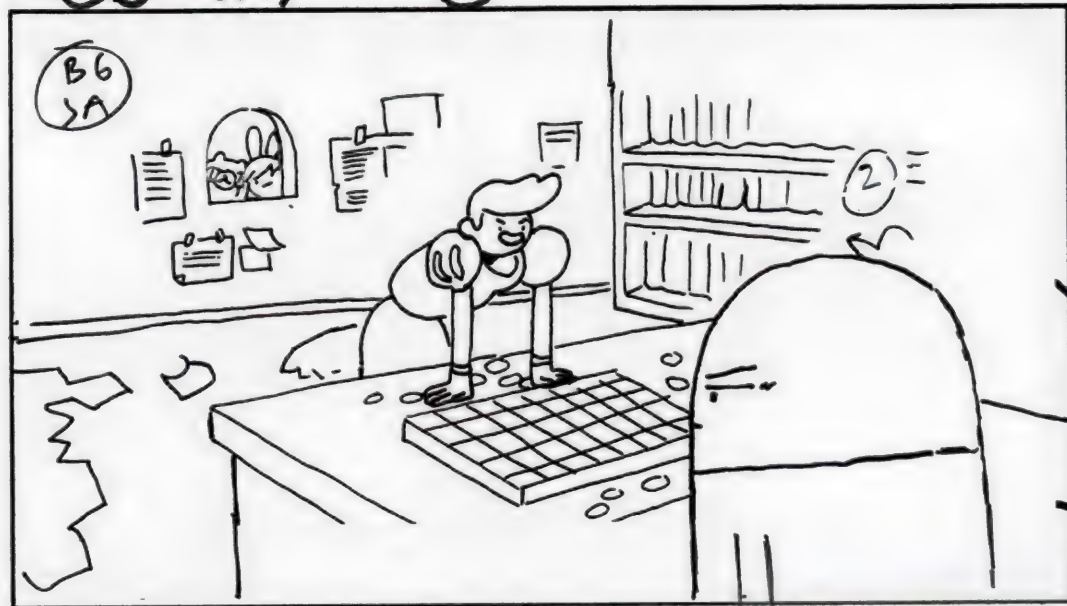


Page 98

Sc. 55 CONT Pnl. B

Bg.

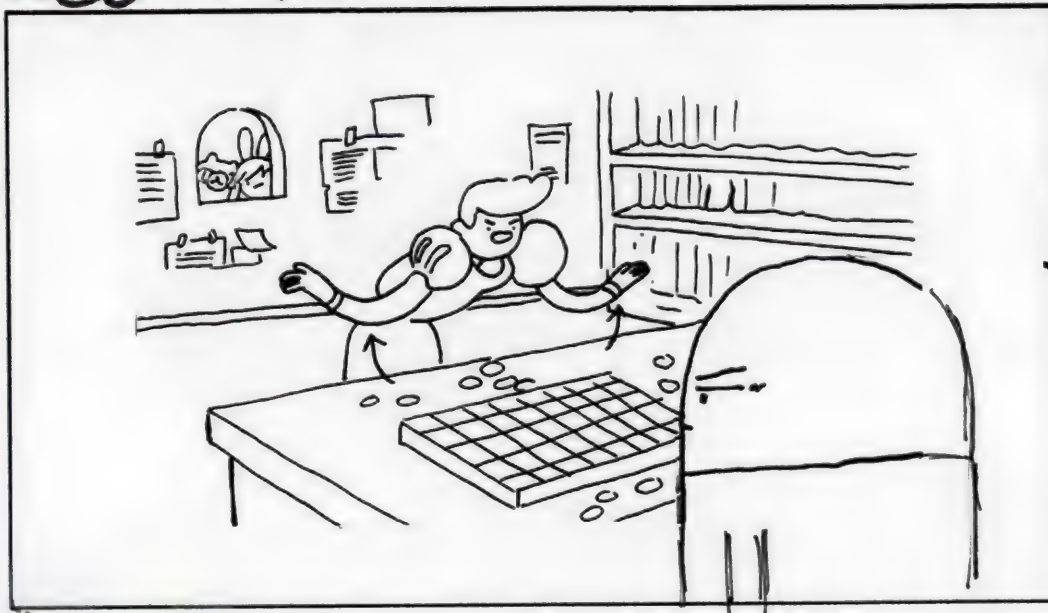
day night



Sc. 55 CONT Pnl. C

Bg.

day night



Dialog:

GB THIS TIME FOR SURE.

Action:

- B-BUTS WALKS ON/S.

Timing:



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1034/237



# ADVENTURE TIME

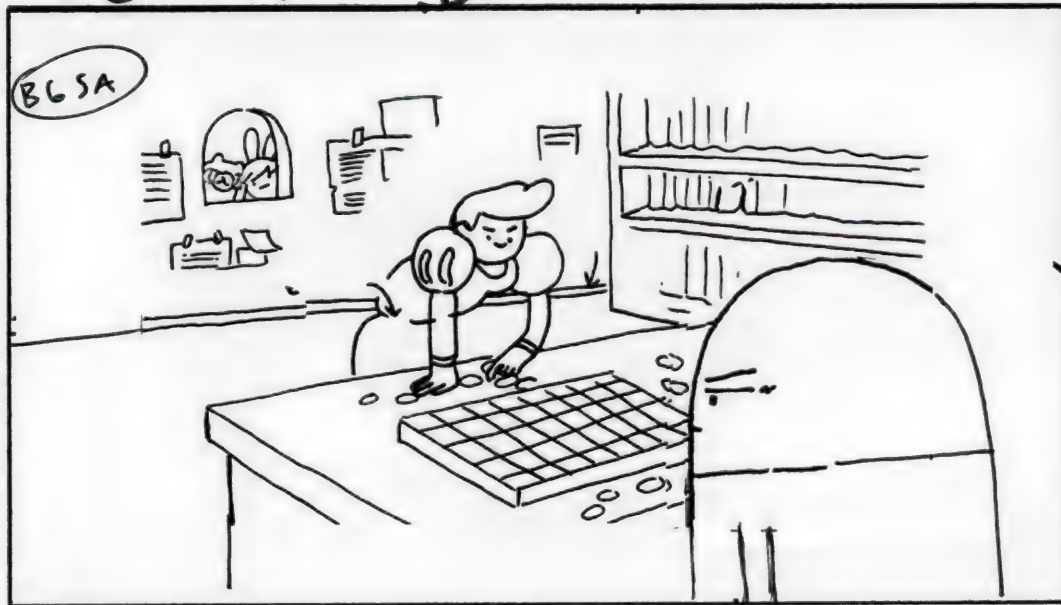


Page **99**

Sc. **55 CONT** Pnl. **D**

Bg.

day night



Sc. **56**

Pnl. **A**

Bg.

day night



Dialog:

**(GB)** I'V GATHERED ALL THE  
NECESSARY STRATEGY  
AND TACTICS...

Action:

- GB PICKS UP PICE

Timing:



OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

# ADVENTURE TIME

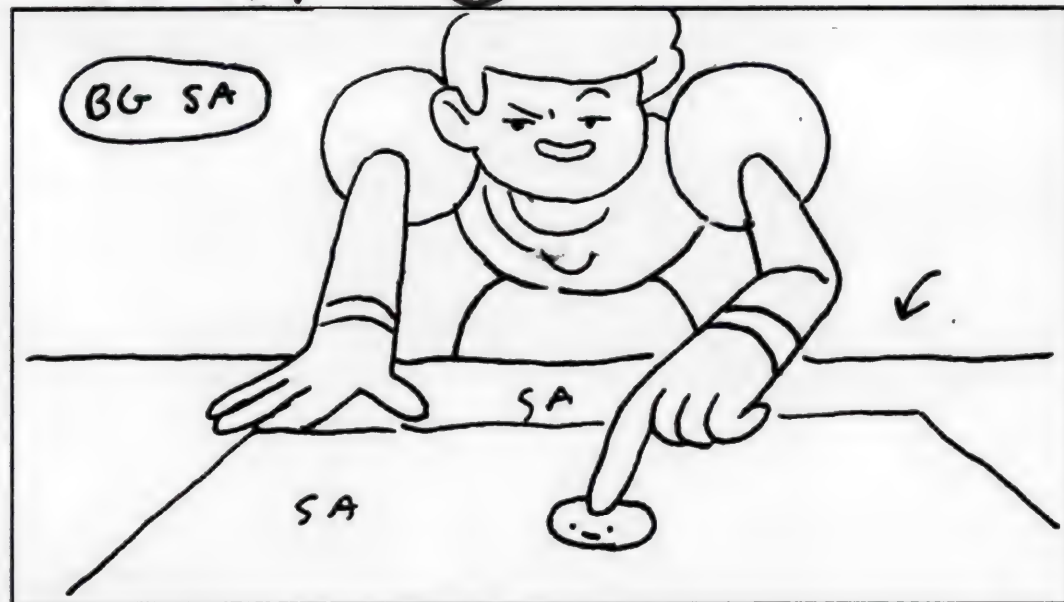


Page 100

Sc. 56 CONT Pnl. B

Bg.

day night

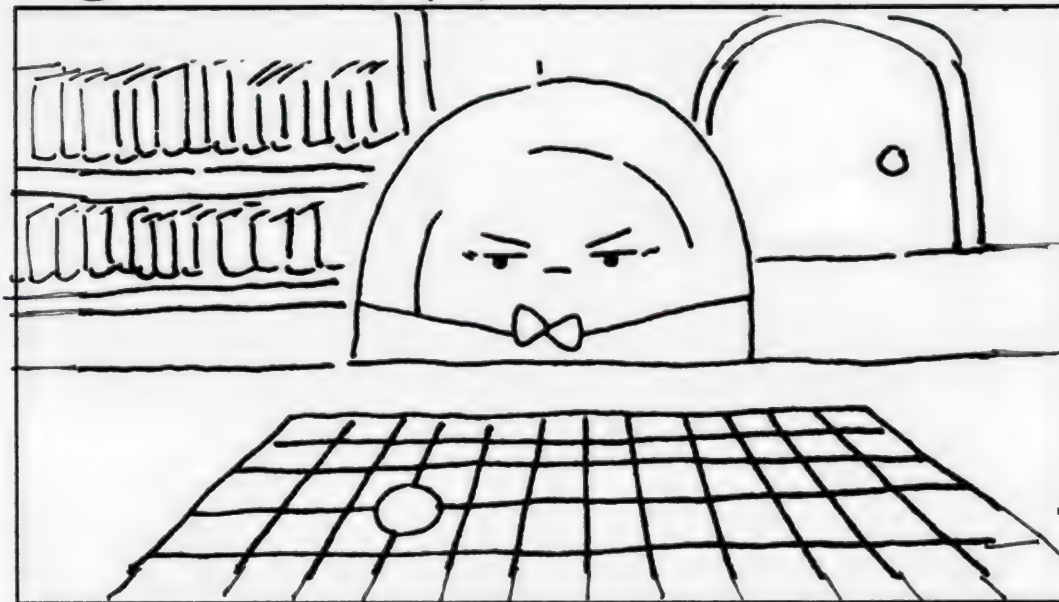


Sc. 57

Pnl. A

Bg.

day night



Dialog:

GB TO FINALLY DEFEAT YOU!

Sfx: Squeek

OCT 30

Action:

- GB PLACES GAME PIECE.

- BB PICKS UP PIECE.

Timing:



EPISODE # 1054-237

1034/237



# ADVENTURE TIME

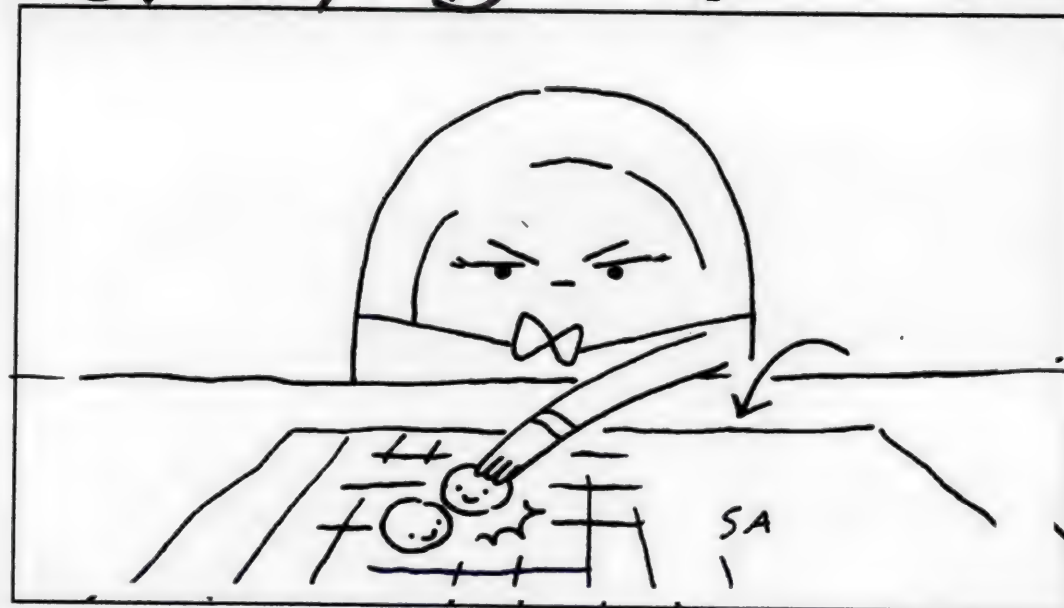


Page 101

Sc. 57 CONT Pnl. B

Bg.

day night

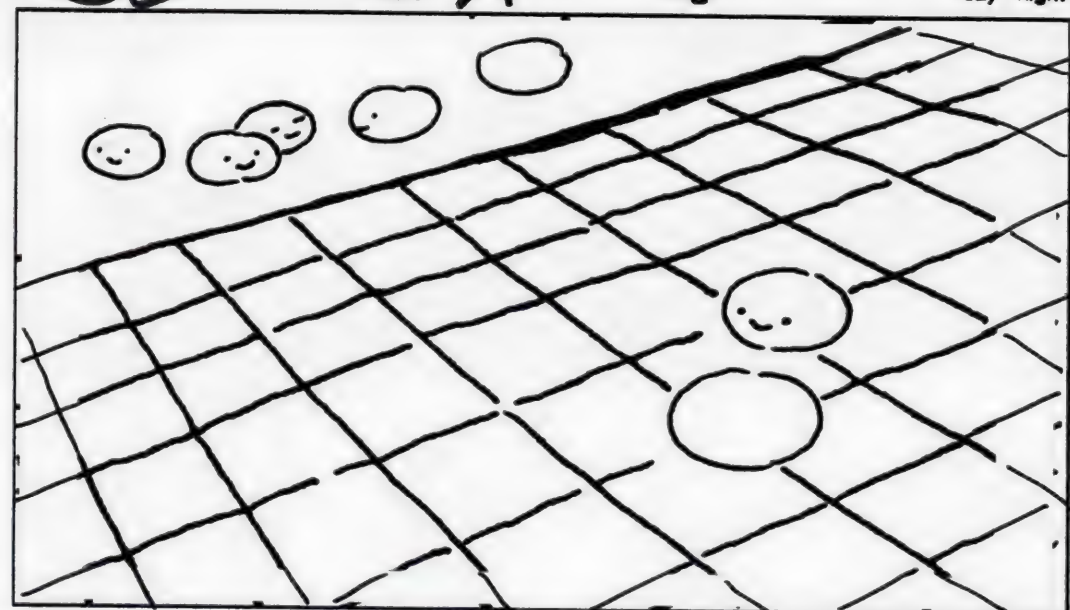


Sc. 58

Pnl. A

Bg.

day night



Dialog:

SFX: p p p f f f

OCT 30 2015

Action:

- B.BUTS PLACES GAME PIECE

Timing:

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Production :

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1034/237

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# ADVENTURE TIME

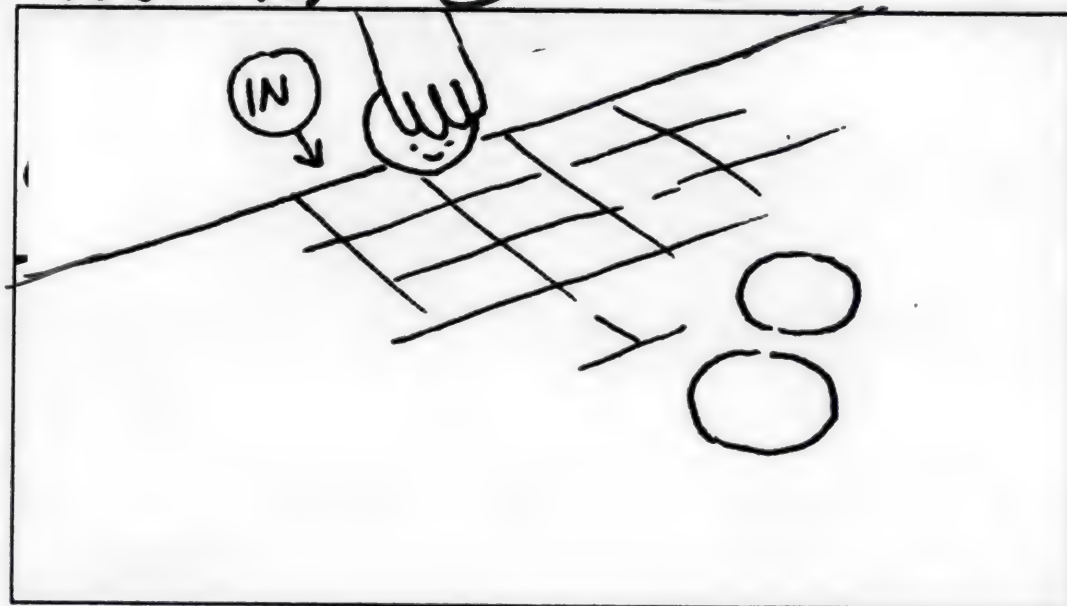


Page **102**

Sc. **58 cont** Pnl. **B**

Bg.

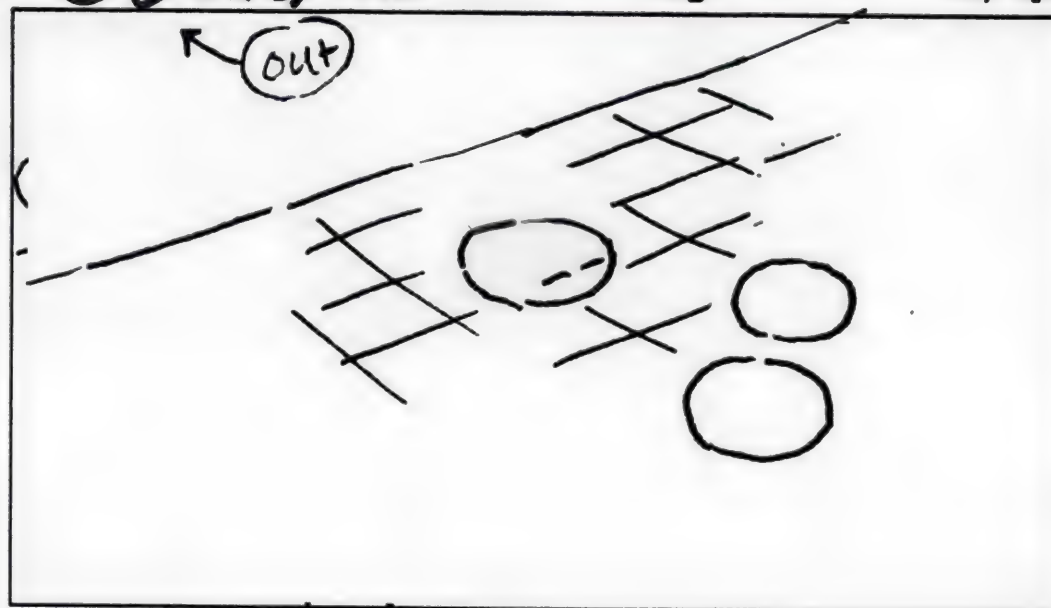
day night



Sc. **58 cont** Pnl. **C**

Bg.

day night



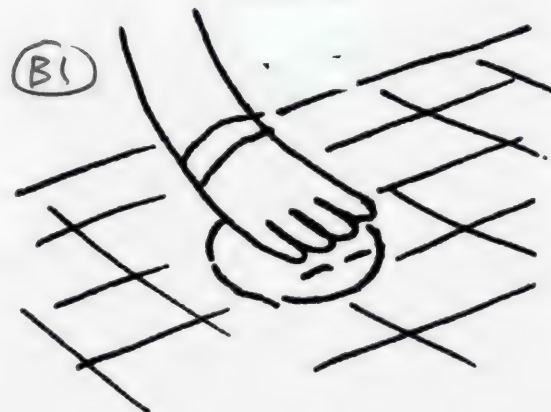
Dialog:

SFX: FFFFT

Action:

-GB PLACES  
ANOTHER PIECE

Timing:



OCT 30 2015

-BBUT'S HAND COMES ON/S.

EPISODE # 1034-237

Production :

1034/237



# ADVENTURE TIME



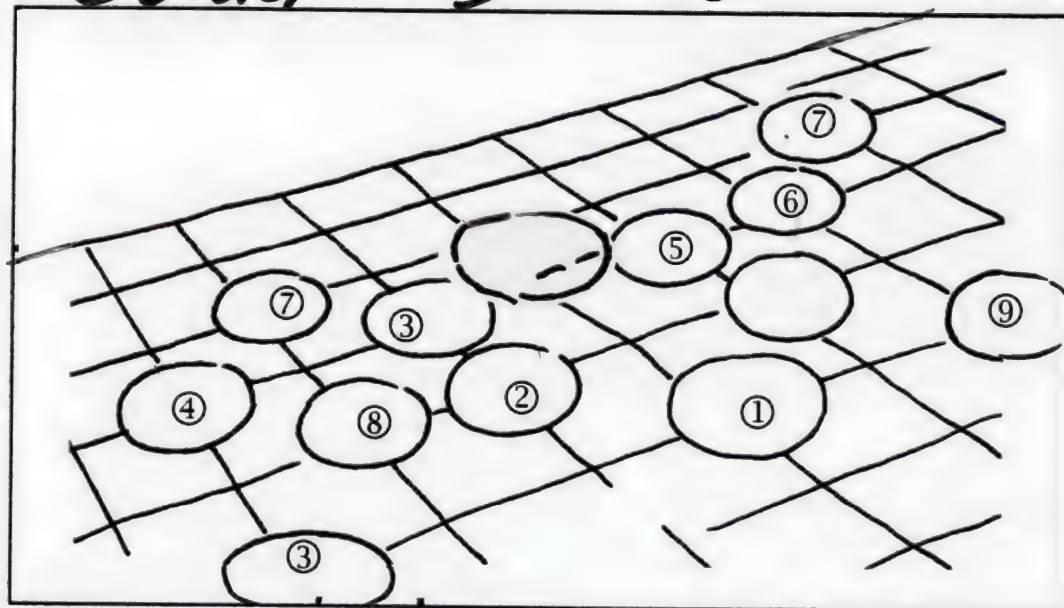
NO SC'S  
59-61

Page 103  
NO PGS 104-106  
day night

Sc. 58cont Pnl. D

Bg.

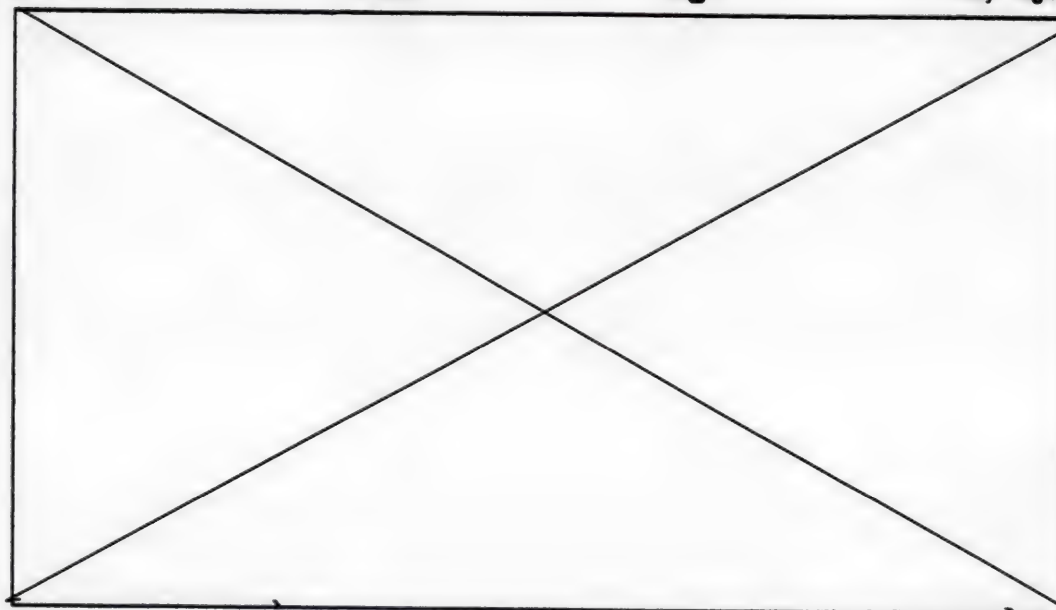
day night



Sc.

Pnl.

Bg.



Dialog:

SFX: BTHHT  
=

OCT 30 2011

Action:

- GB PLACES GAME PIECE.
- Game pieces appear on/s in order as labeled.

Timing:

EPISODE # 1034-237

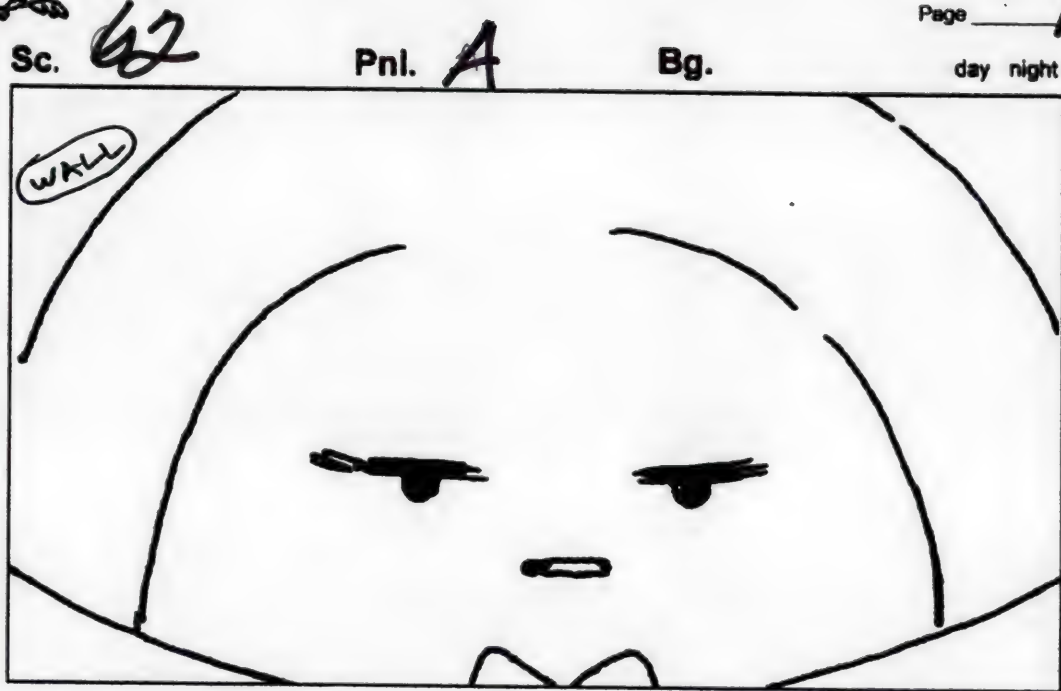
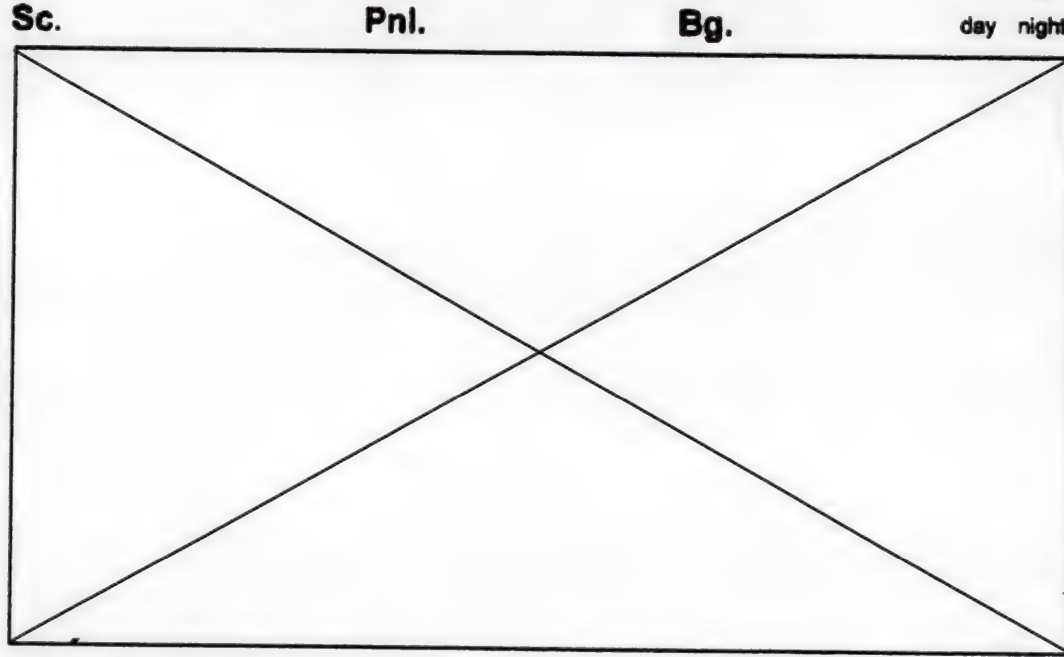
Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



Dialog:	(BB) TO PLAY, ONE MUST KNOW STRATEGY, YES...
Action:	OCT 30 2015
Timing:	

EPISODE # 1054-237

Production :

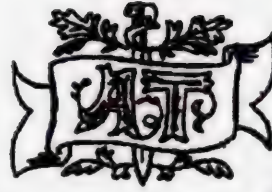
1034/237

1034/237

1034/237



# ADVENTURE TIME



Page 108

Sc. 62 CONT Pnl. B

Bg.

day night



Sc. 62 CONT Pnl. C

Bg.

day night



Dialog:

(BB) BUT TO KNOW VICTORY...  
ONE MUST ALSO KNOW...

(BB) THEIR OPONENT!

Action:

-SUDDEN DRAMATIC LIGHTING.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

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1034/237

# ADVENTURE TIME



Page 109

Sc. 63

Pnl. A

Bg.

day night

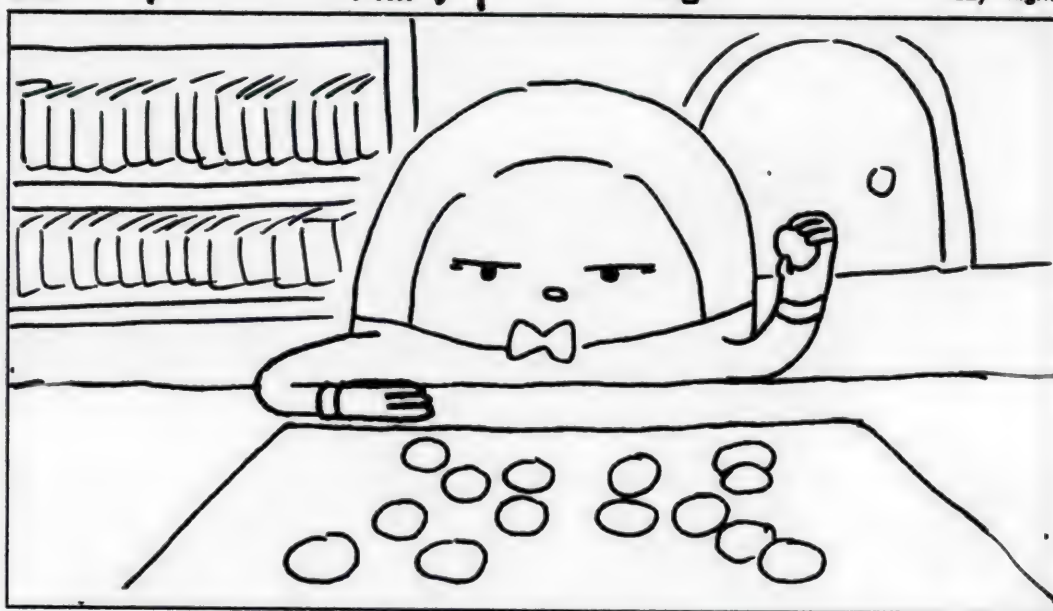


Sc. 64

Pnl. A

Bg.

day night



Dialog:

(GB)

O- OPPONENT ?!

(BB)

THEIR ...

Action:

Timing:

OCT 30 2015

Production :

EPISODE# 1034-237

1034/237

1034/237



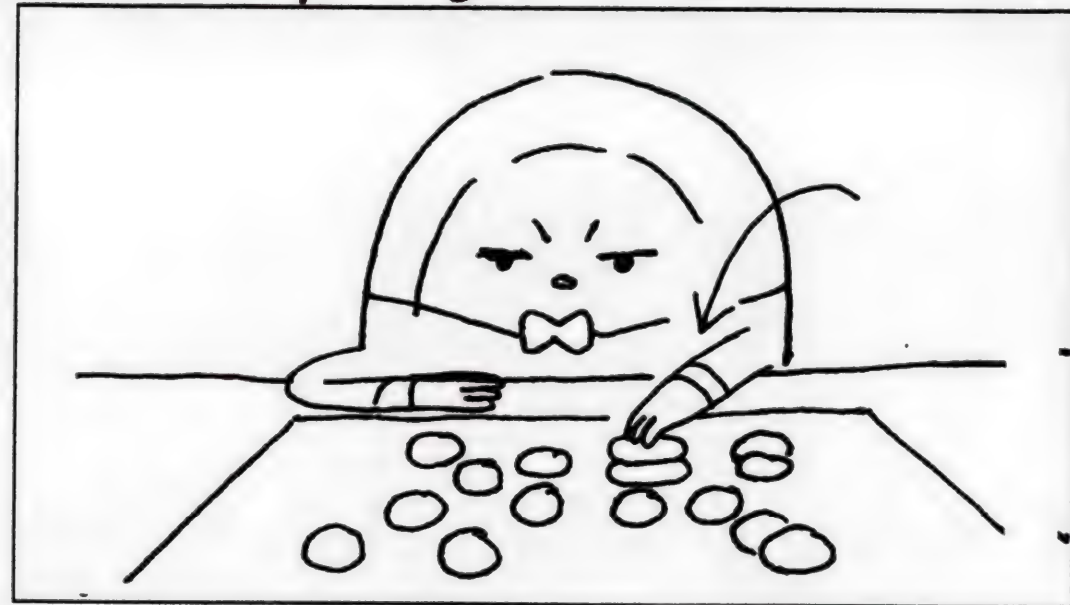
# ADVENTURE TIME



Sc. **64 CONT** Pnl. **B**

Bg.

day night

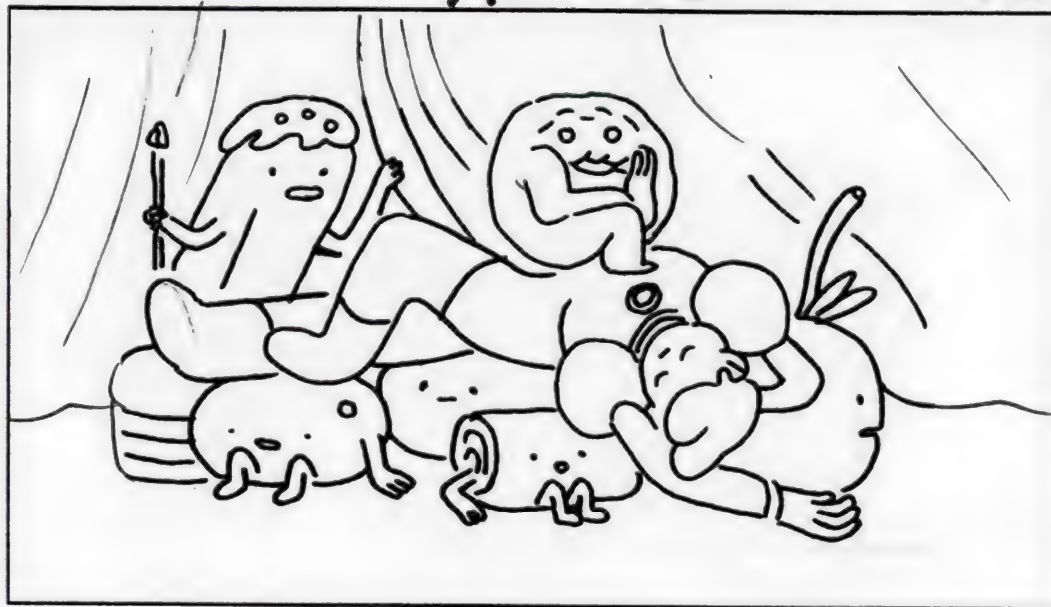


Sc. **65**

Pnl. **A**

Bg.

Page **110**  
day night



Dialog:

**(BB) DREAMS!**

SFX: \* PFFT \*

SFX: \* SHING \*

Action:

- B BUT PLACES PEBBLE.

- QUICK FLASH OF "THE NIGHTMARE"

CANDY KINGDOM VERSION

OCT 30 2015

Timing:

1034-237

EPISODE #

1034/237

Production :

1034/237

# ADVENTURE TIME

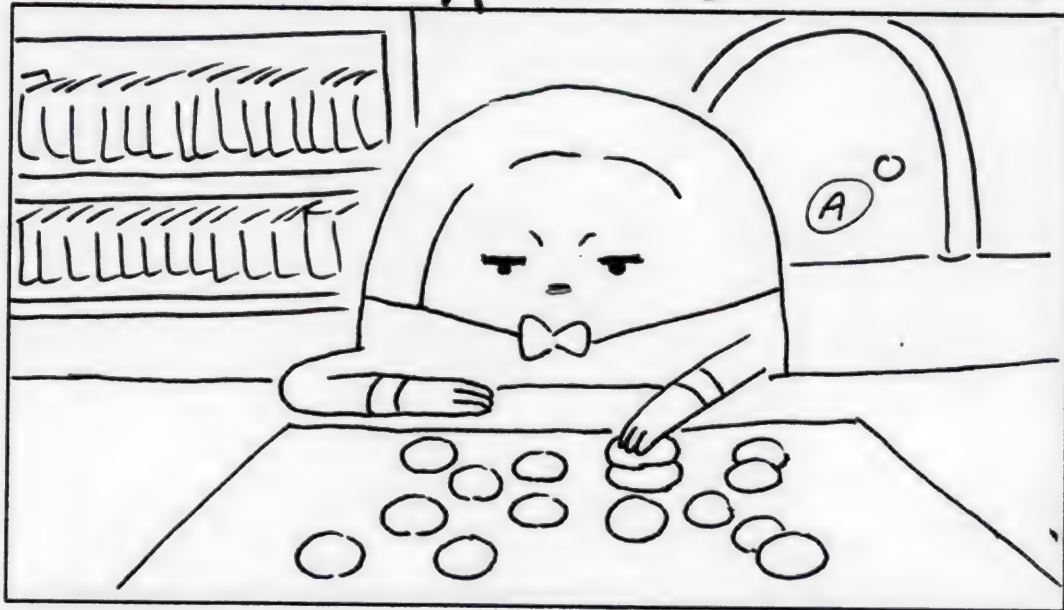


Sc. 66

Pnl. A

Bg.

day night



Sc. 66 CONT

Pnl. B

Bg.

Page 111  
day night



Dialog:

(BB)

THEIR--

Action:

A, B

Timing:



(B)

(BB) AMBITIONS!

OCT 30 2015

Production :

EPISODE #

1034-237

1034/237

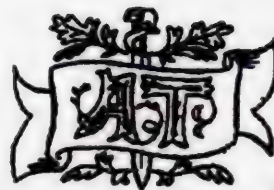
1034/237

1034/237

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# ADVENTURE TIME

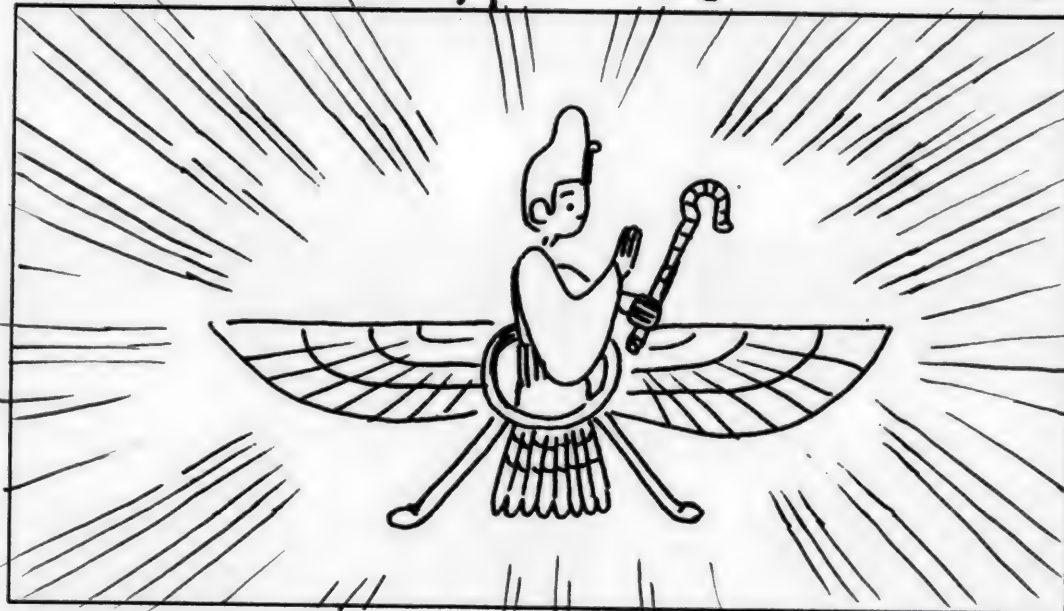


Sc. 67

Pnl. A

Bg.

day night

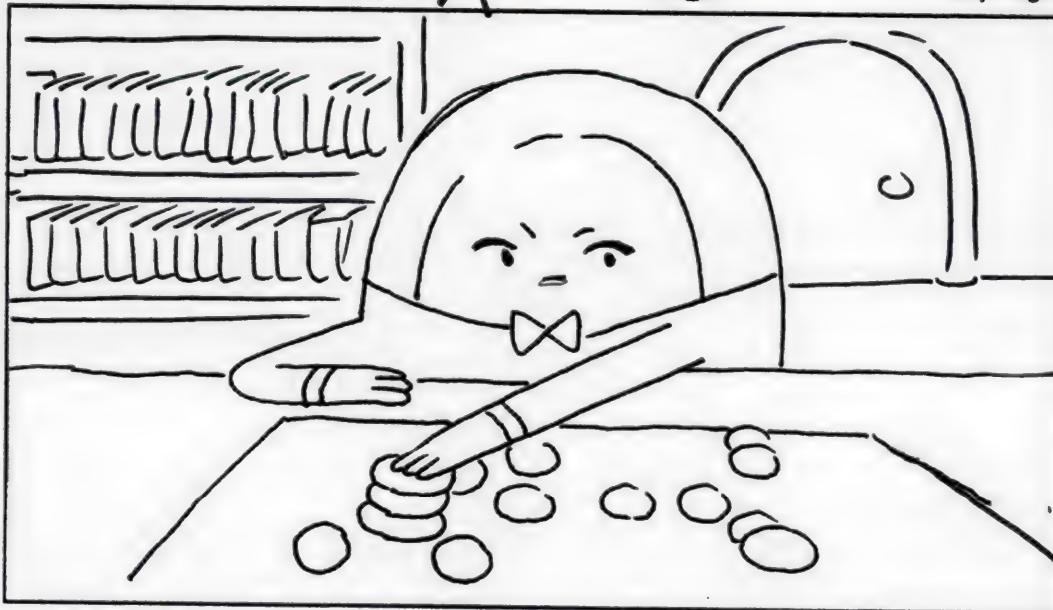


Sc. 68

Pnl. A

Bg.

day night



Page 112

Dialog:

SFX: \* SHING \*

(BB)

THEIR --

Action:

- GUMBALL AS AN IMMORTAL DEITY.

OCT 30 2015

Timing:

EPISODE # 1054-237

Production :

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1034/237

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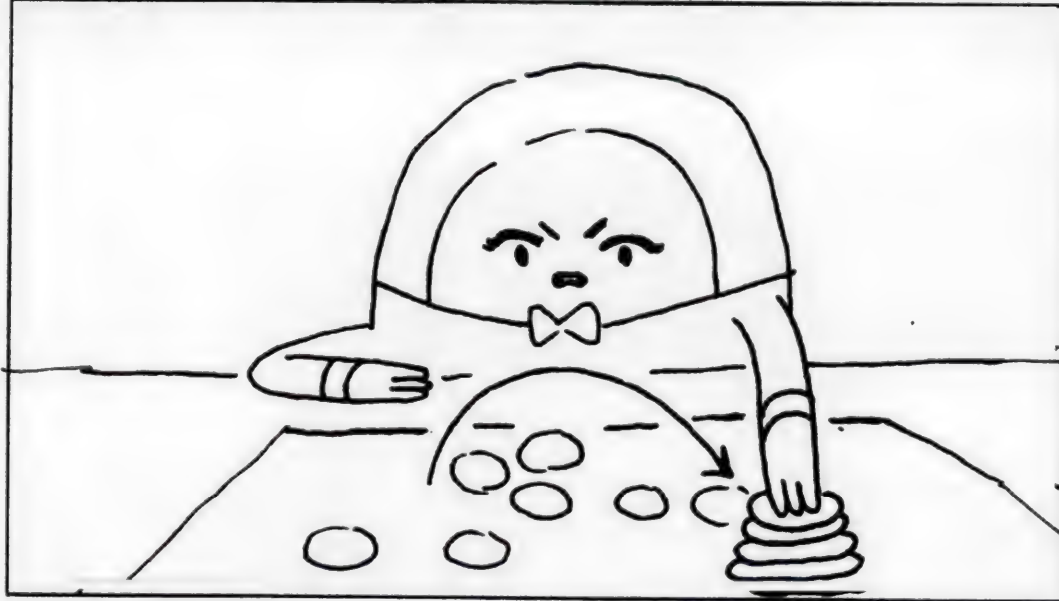
# ADVENTURE TIME



Sc. 68 cont Pnl. B

Bg.

day night



Sc. 69

Pnl. A

Bg.

Page 113  
day night



Dialog:

BB REGRETS ...

SFX: MPFTX

ML HSSS.

Action:

-B.BUTS PLACES PEBBLE

-MARSHALL LEE  
TURNS TOWARDS  
CAM.

Timing:



OCT 30 2015

1034-237

EPISODE #

Production :



# ADVENTURE TIME



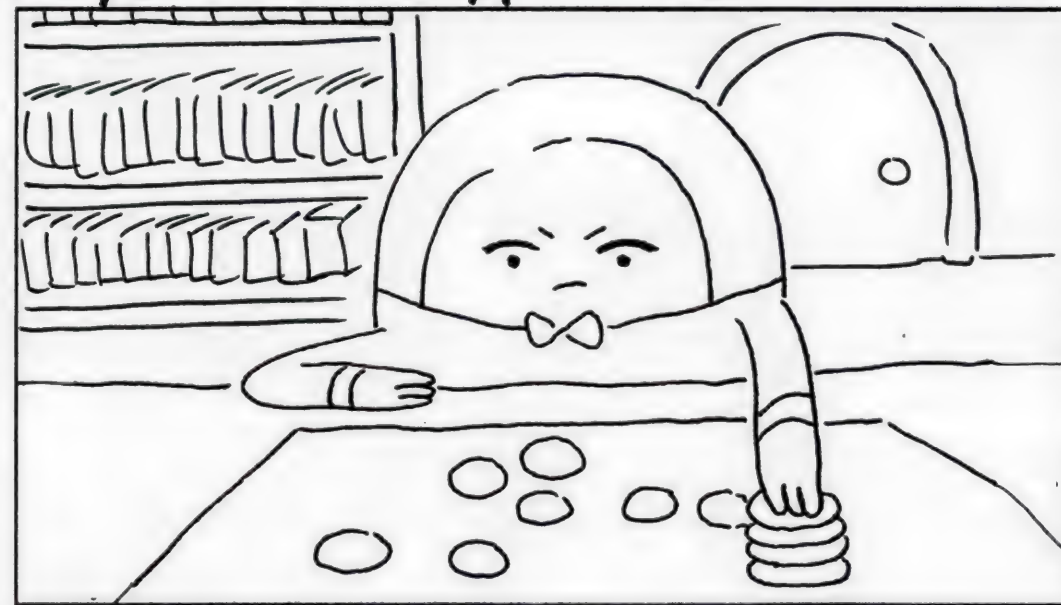
Page 114  
day night

Sc. 70

Pnl. A

Bg.

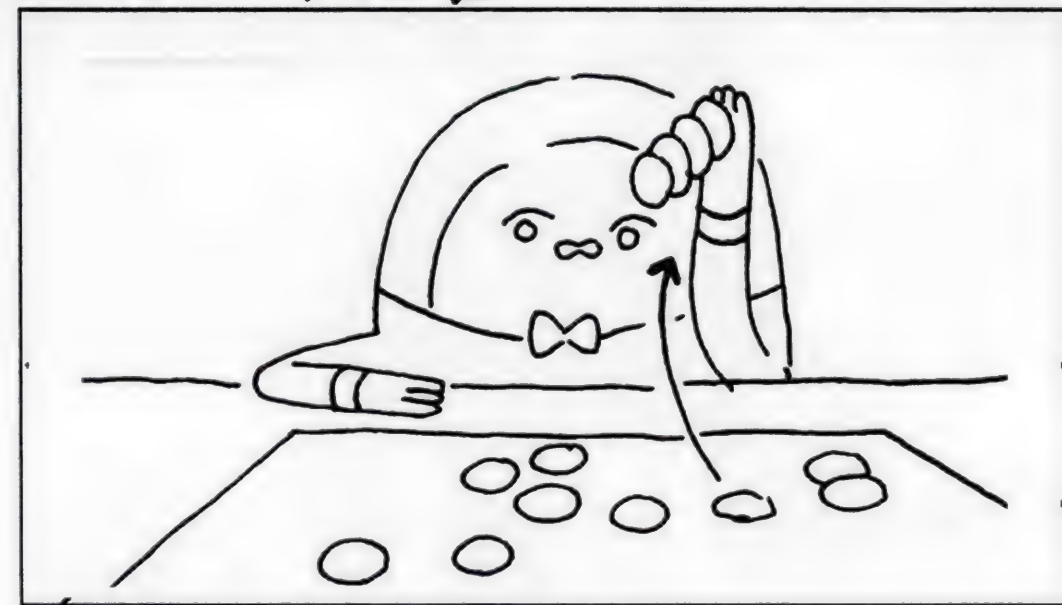
day night



Sc. 70 cont Pnl. B

Bg.

day night



Dialog:	(BB) AND... THEIR...
Action:	- B-BUTS PICKS UP STACK OF PEBBLES.
Timing:	

OCT 30 2015

EPISODE # 1034-237

Production :

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1034/237

1034/237

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# ADVENTURE TIME



Page 115

Sc. 70 CONT Pnl. C

Bg.

day night

Sc. 71

Pnl. A

Bg.

day night



Dialog:

(BB) FEARS!!!!!!

SFX: \* PFFT! \*

Action:

- FLASH TO DRAMATIC LIGHTING.

:~)

- FLASH TO GRAVE MARKER,

OCT 3 0 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237



# ADVENTURE TIME



Page 116

Sc. 72 Pnl. A Bg. day night



Sc. 72 cont Pnl. B Bg. day night



Dialog:	(GB) M-M-MY MORTALITY!!!
Action:	OCT 30 2015
Timing:	

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

# ADVENTURE TIME



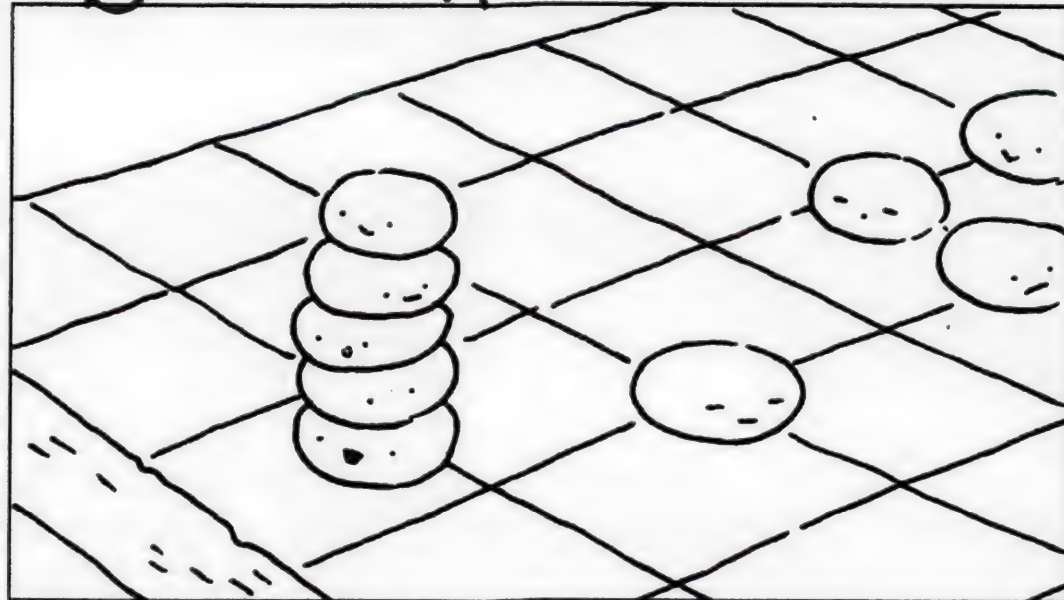
Page 117

Sc. 73

Pnl. A

Bg.

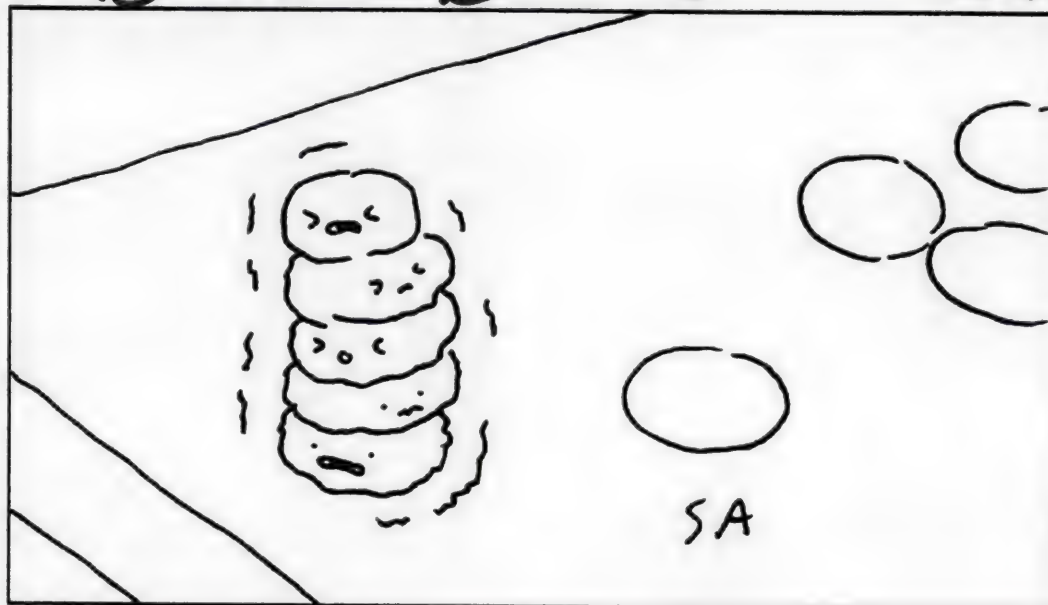
day night



Sc. 73 CONT Pnl. B

Bg.

day night



Dialog:

SFX: \* RUMBLE \*

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

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# ADVENTURE TIME



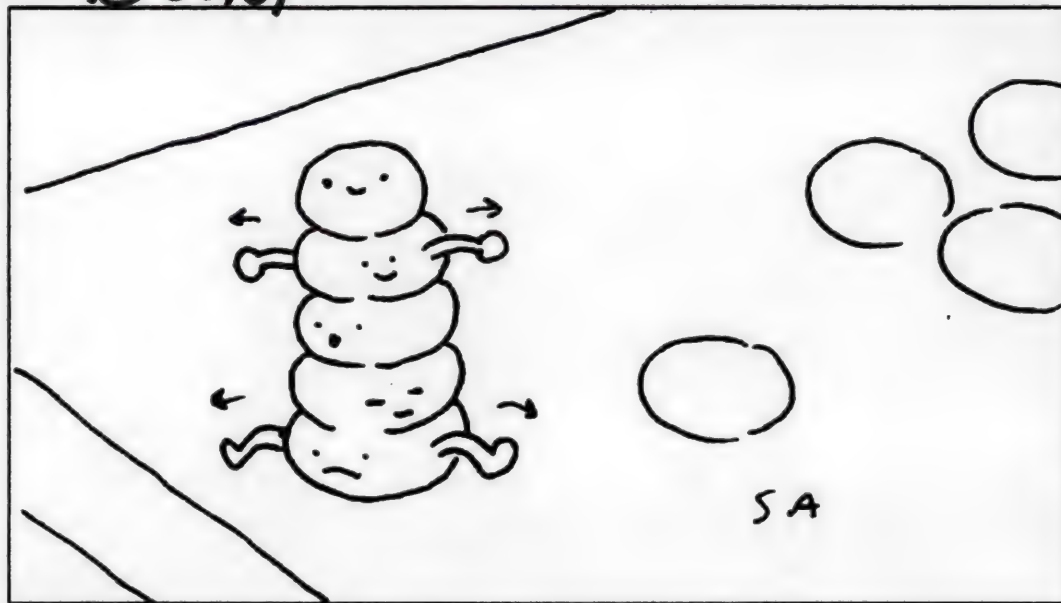
Page

118

Sc. **73 CONT** Pnl. **C**

Bg.

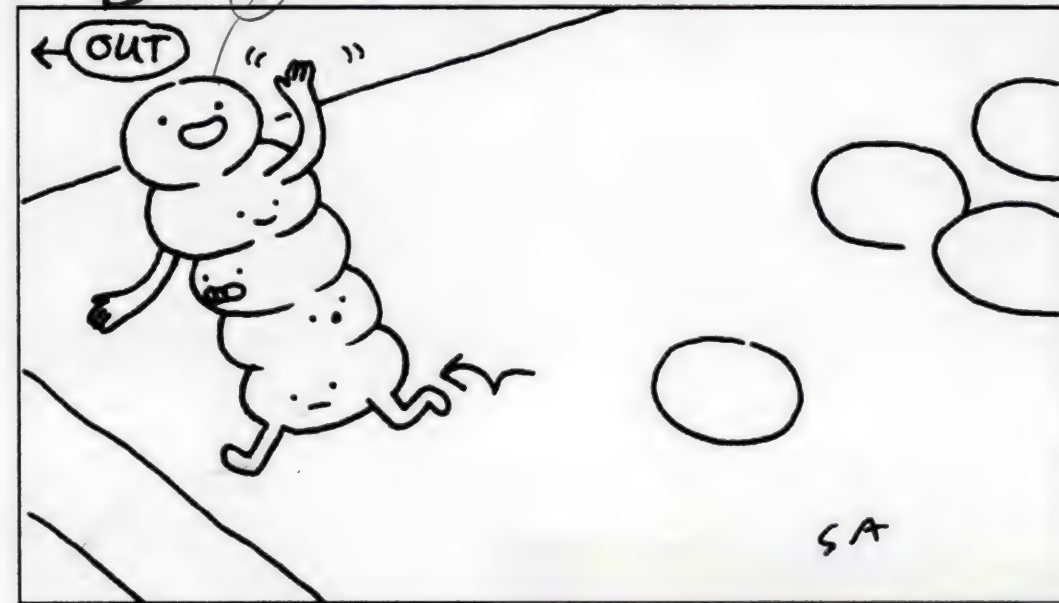
day night



Sc. **73 CONT** Pnl. **D**

Bg.

day night



Dialog:

SFX: \* POP-POP \*

PEBBLE: BYEEEEE!

OCT 20 2015

Action:

- STACK FORMS ARMS AND LEGS

- STACK RUNS OFF/S.

Timing:



EPISODE # 1034-237

1034/237

1034/237

# ADVENTURE TIME



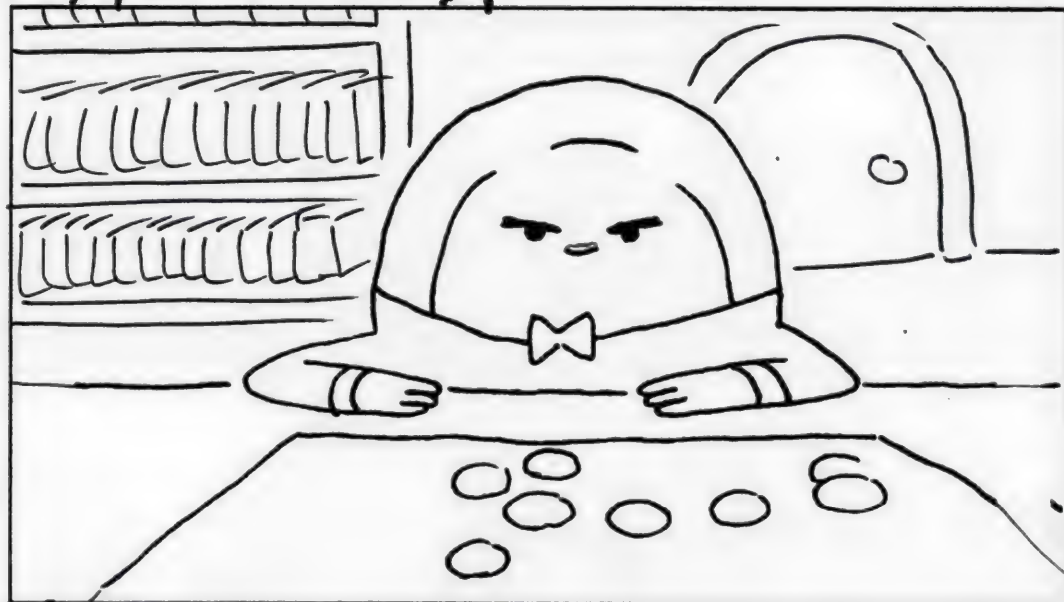
Page 119

Sc. 74

Pnl. A

Bg.

day night



Sc. 75

Pnl. A

Bg.

day night



Dialog:

(BB) KING ME.

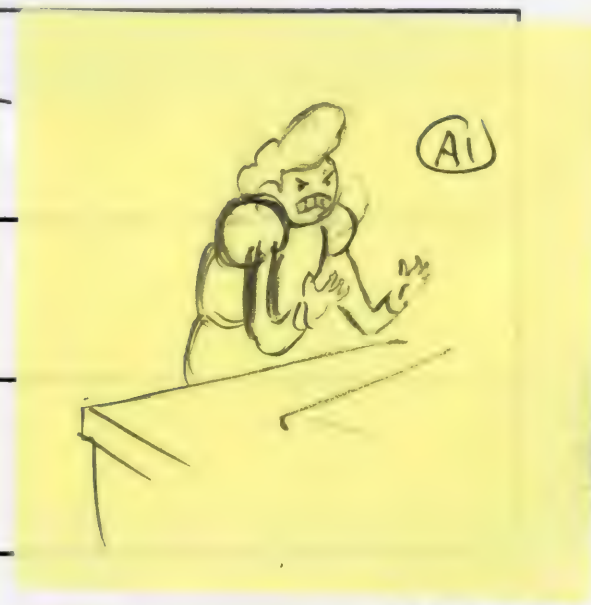
(GB) RRRRRR-

Action:

- GB GRABS BOARD.

Timing:

OCT 30 2015



EPISODE # 1034-237

1034/237

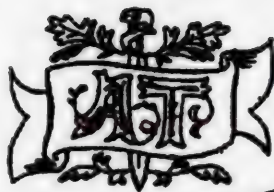
1034/237

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# ADVENTURE TIME

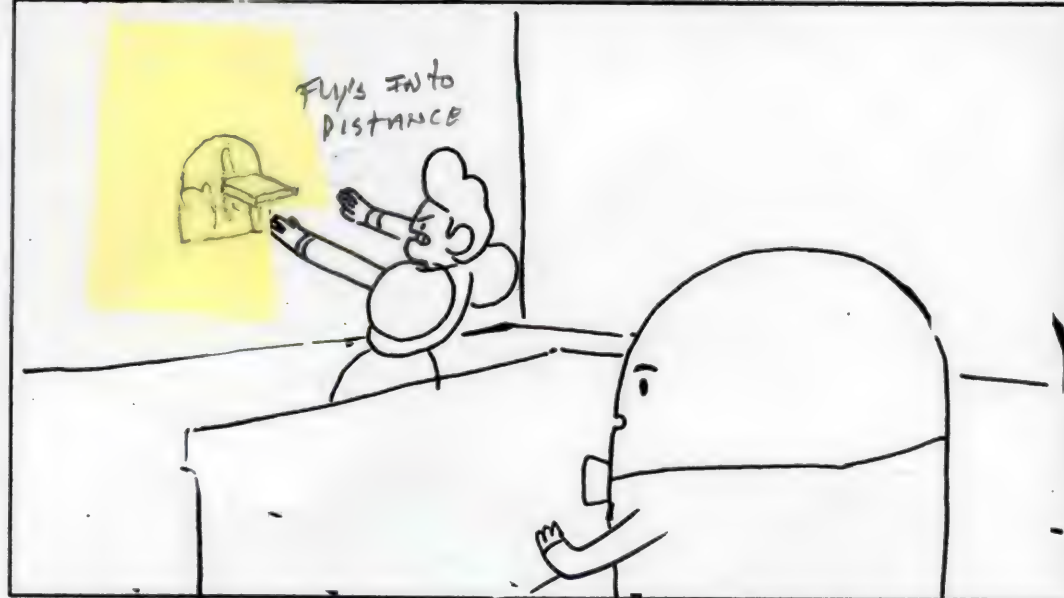


Page 180  
day night

Sc. 75 CONT Pnl. B

Bg.

day night

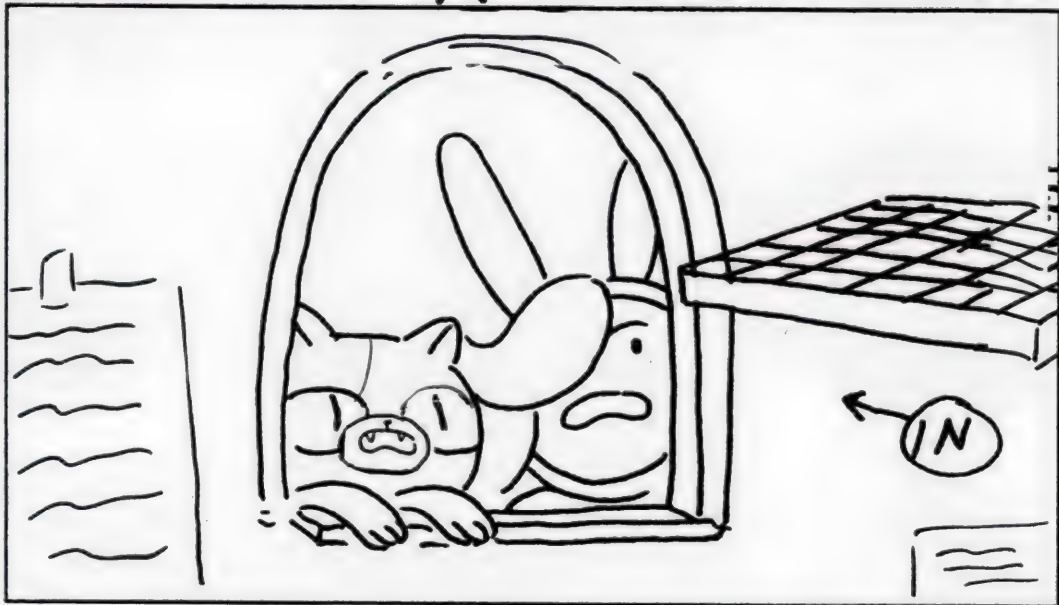


Sc. 76

Pnl. A

Bg.

day night



Dialog:

GB RAGH!!!!

F+C: [GASP]

Action:

- GB HURLS BOARD

- BOARD FLIES AW/S.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

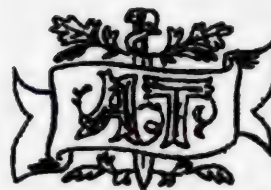
1034/237

1034/237

1034/237

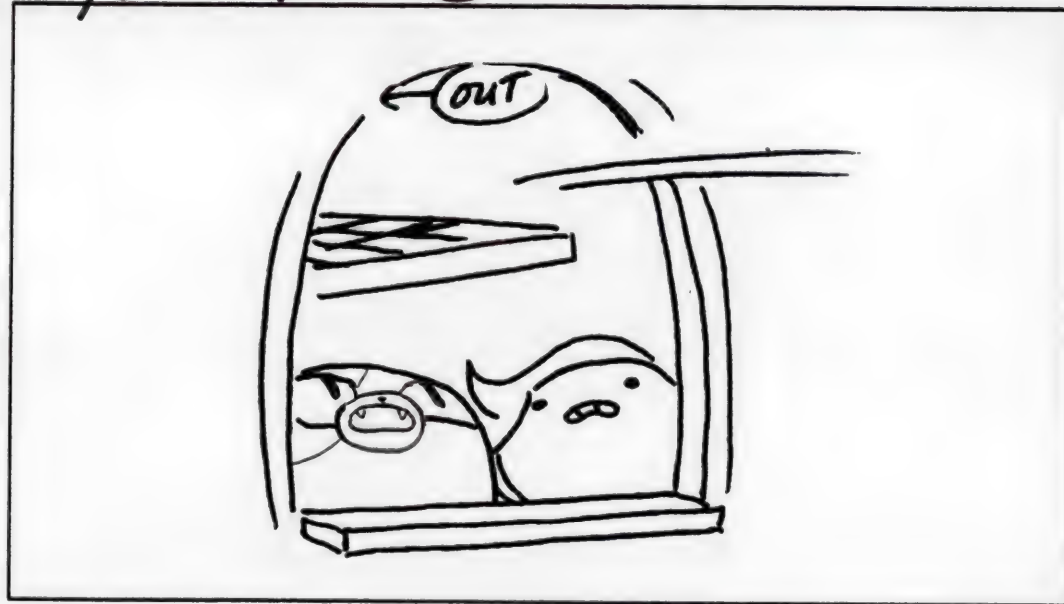
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# ADVENTURE TIME



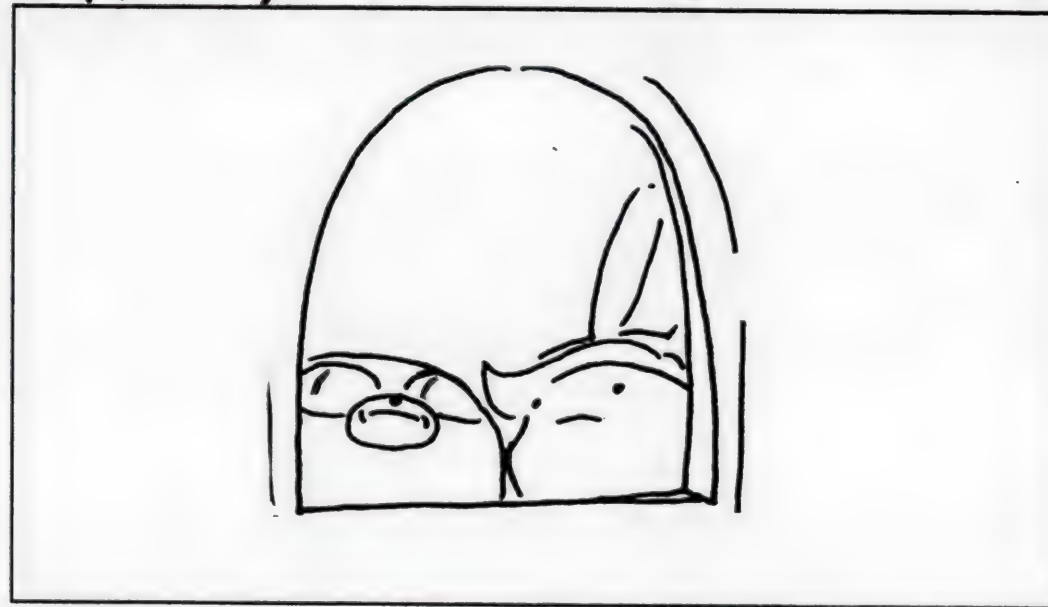
Page 121  
day night

Sc. 76 cont Pnl. B Bg.



day night

Sc. 76 cont Pnl. C Bg.



day night

Dialog:

CANDY  
PERSON :

SFX: \*CRASH\*

(O/S) MY GLASS CEILING!

Action:

-F+C DUCK, BOARD FLIES  
THROUGH WINDOW.

-F+C TRACK GAME BOARD.

OCT 30 2011

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237



# ADVENTURE TIME

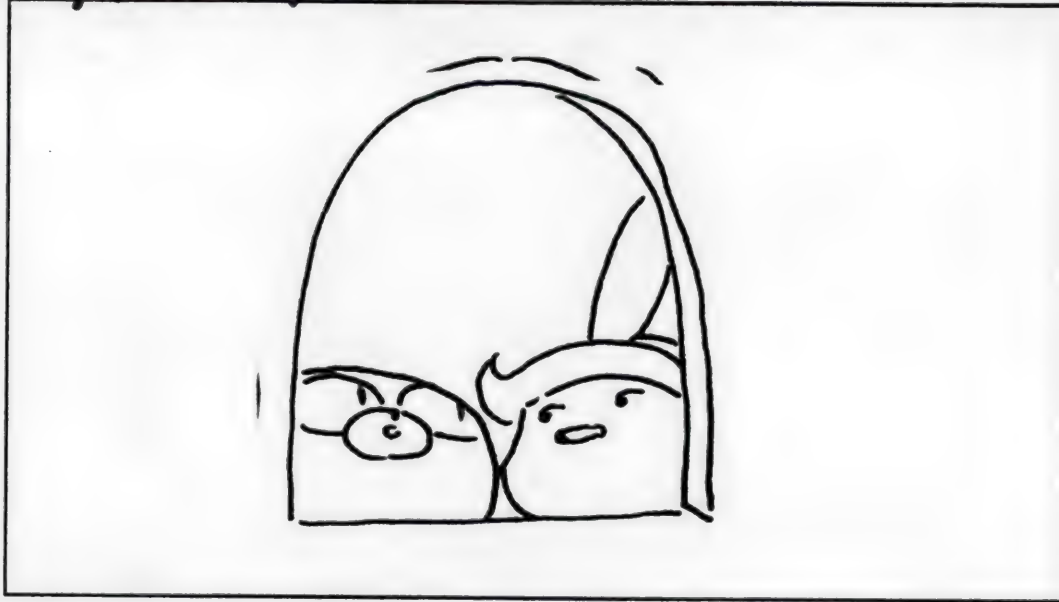


Page 120  
day night

Sc. 76 cont Pnl. D

Bg.

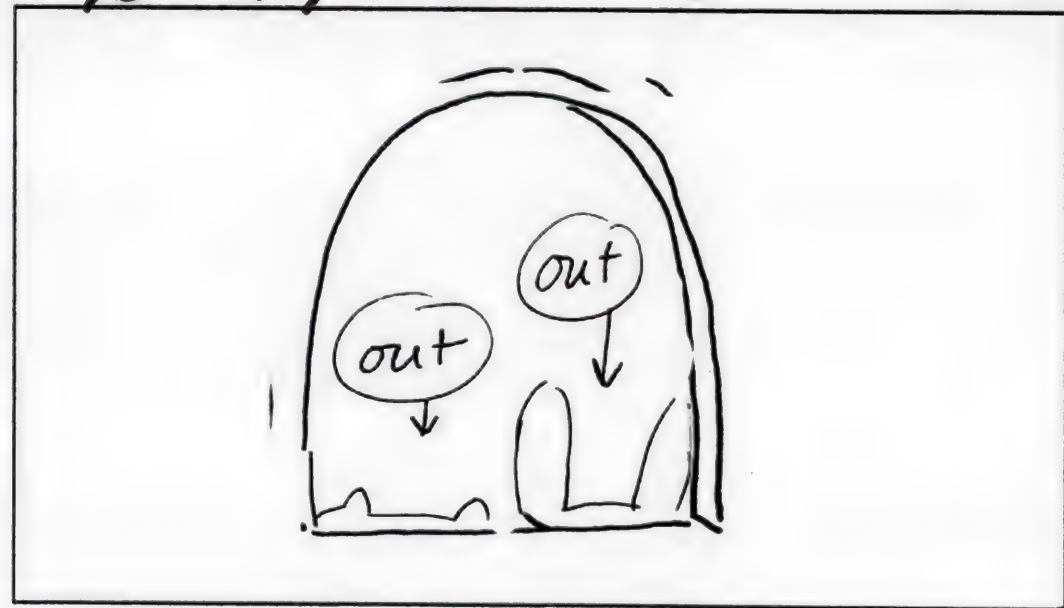
day night



Sc. 76 cont Pnl. E

Bg.

day night



Dialog:

Ⓕ MAYBE WE SHOULD FIND  
SOMEONE A LITTLE MORE...  
RELAXED...

Action:

- F+C DUCK OFF/S.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

# ADVENTURE TIME



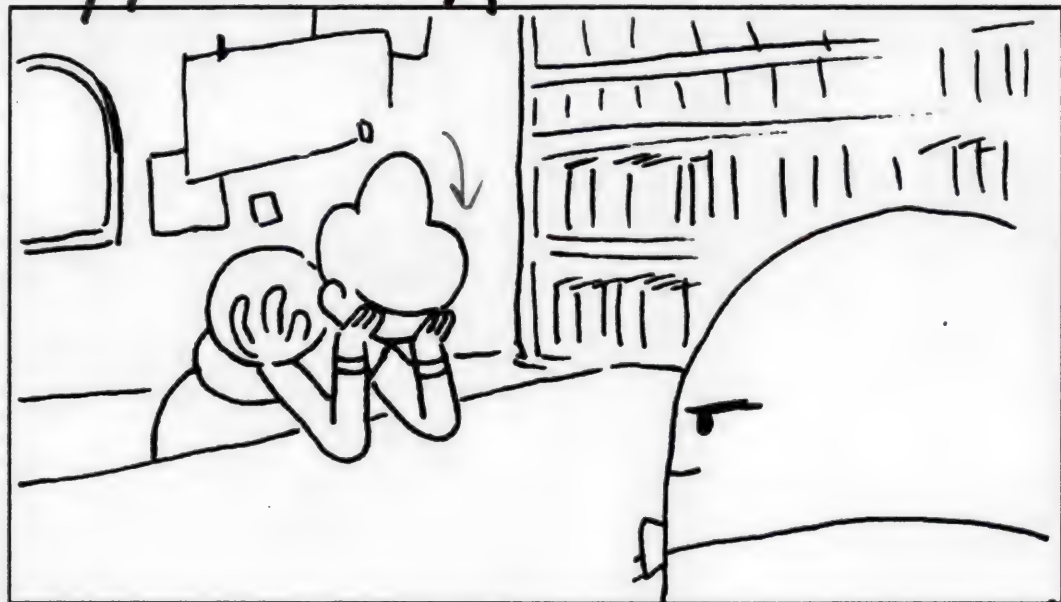
Page 123

Sc. 77

Pnl. A

Bg.

day night



Sc. 77 CONT Pnl. B

Bg.

day night



Dialog:

(GB) HOW.. How

Action:

- GB BURSTS INTO TEARS.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034, 237

1034/237



# ADVENTURE TIME

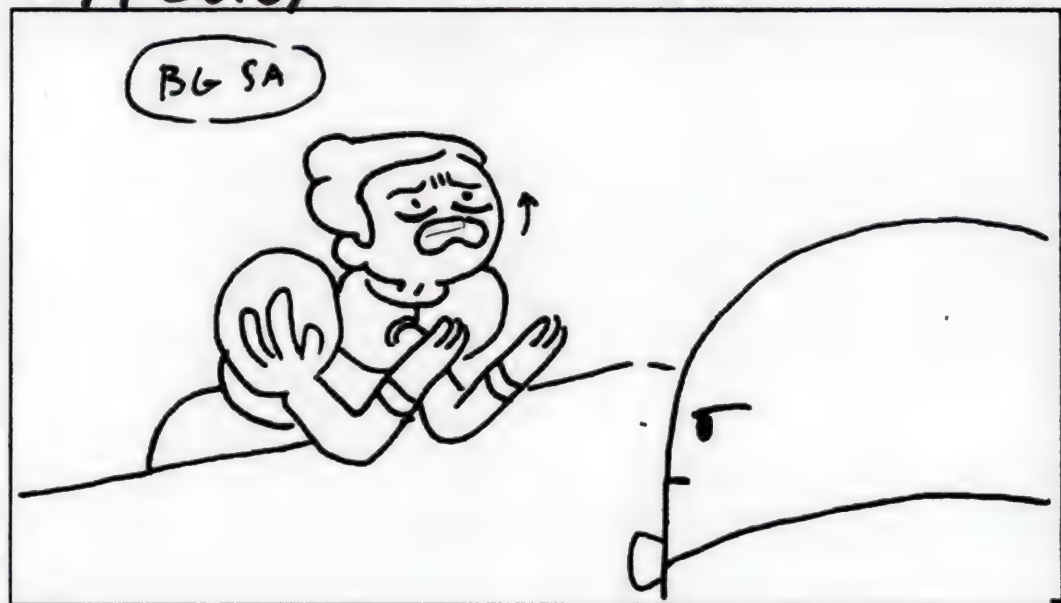


Page 124

Sc. 77 CONT Pnl. C

Bg.

day night



Sc. 77 CONT Pnl. D

Bg.

day night



Dialog:

GB F... DID U KNOW ?

BB HUM?

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

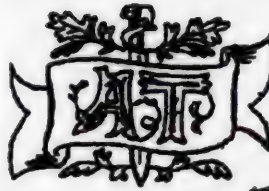
1034/237

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1034/237

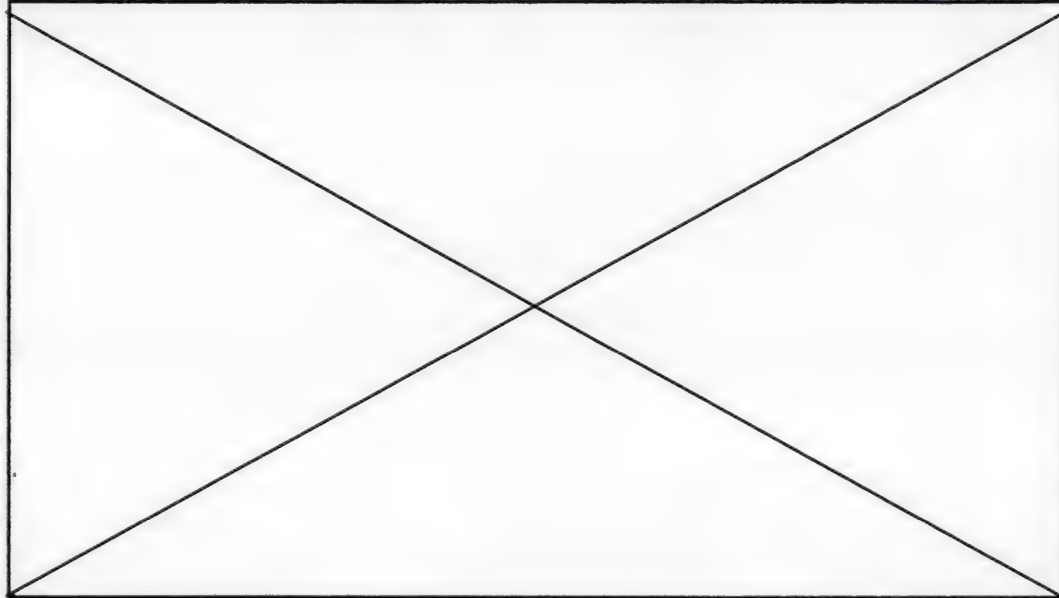
1034/237

# ADVENTURE TIME

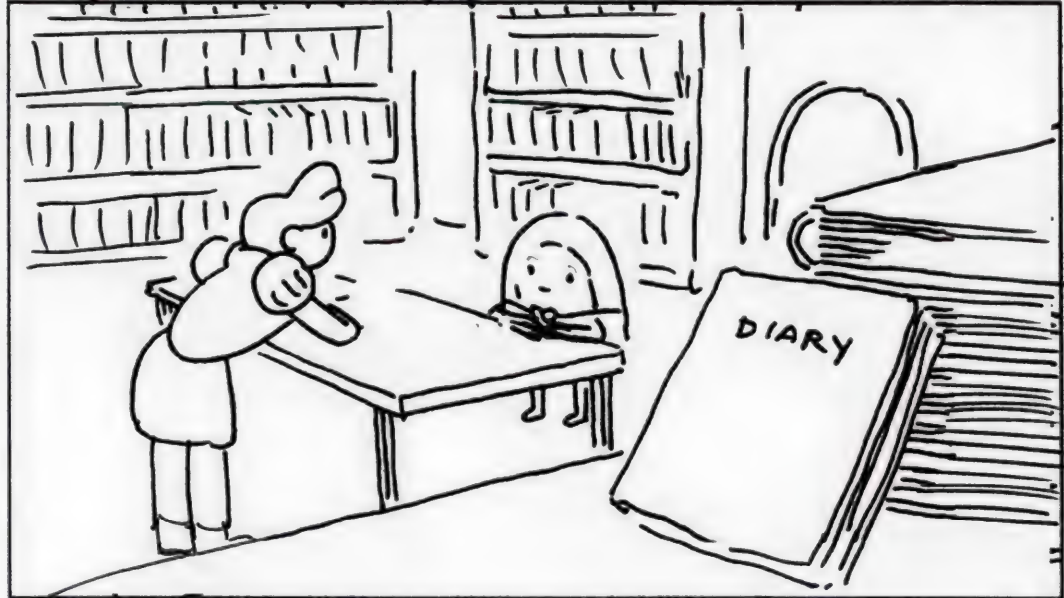


Page 125

Sc. Pnl. Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:

Action:

Timing:

(B3) OH --

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

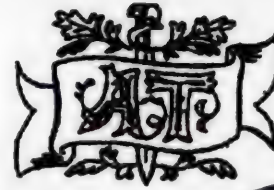
1034/237

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1034/237



# ADVENTURE TIME

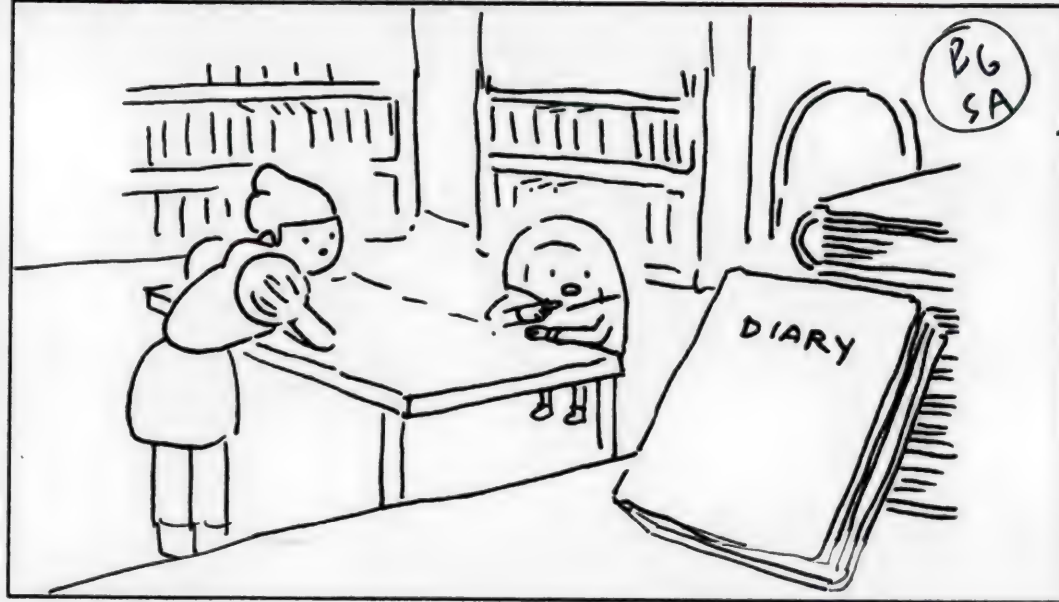


Page 126

Sc. 78 CONT Pnl. B

Bg.

day night



Sc. 79

Pnl. A

Bg.

day night

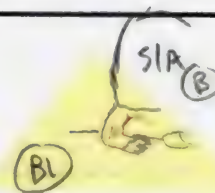


Dialog:

(BB) YOU LEAVE THAT LYING  
AROUND EVERYWHERE.

Action:

- B BUTS POINTS TO DIARY.



OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

1034/237

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# ADVENTURE TIME



Page 127

Sc. 79 CONT Pnl. B

Bg.

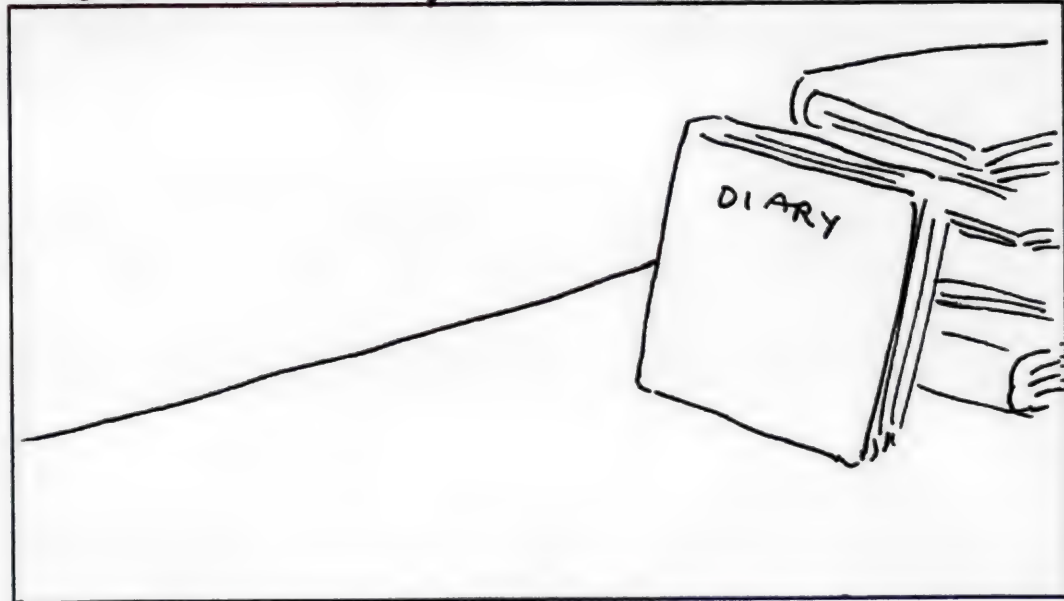
day night

Sc. 80

Pnl. A

Bg.

day night



Dialog:

(GB) (MUTTERING)  
[exhale noise]

~~XD 155~~

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

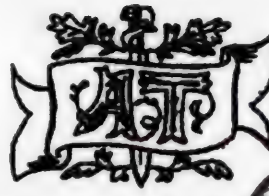
Production :

1034/237

1034/237



# ADVENTURE TIME



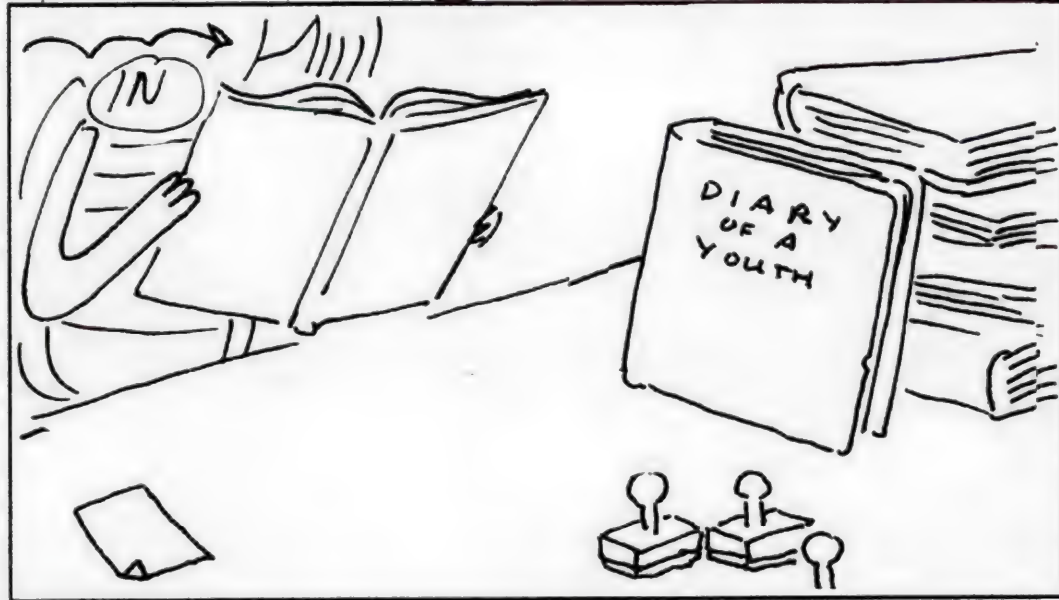
Page 128

Sc. 80A

Pnl. B

Bg.

day night



Sc. 80A cont. Pnl. C

Bg.

day night



Dialog:

~~XX~~ XDISS

SFX: \* THUD \*

OCT 30 2015

Action:

- TURTLE PRINCE WALKS ON/S.

- TP SETS DOWN BOOK.

- B6 DISSOLVES TO LIBRARY (MATCH-DISSOLVE)

Timing:

EPISODE # 1054-237

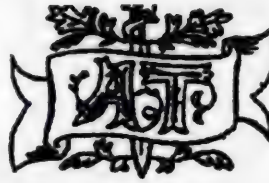
Production :

1034/237

1034/237

1034/237

# ADVENTURE TIME



Page 129

Sc. 80A cont. Pnl. D

Bg.

day night

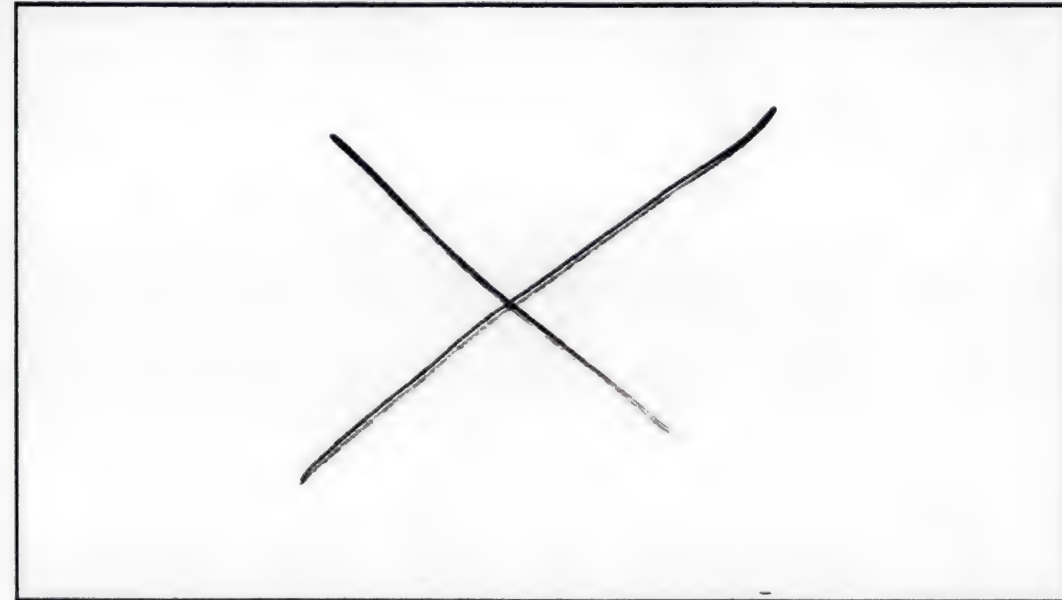


Sc.

Pnl.

Bg.

day night



Dialog:

OCT 30 2015

Action:

Diag.  
- TRUCK OUT TO SHOW LIBRARY.

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237



# ADVENTURE TIME



Sc. **80A cont** Pnl. **E**

Bg.

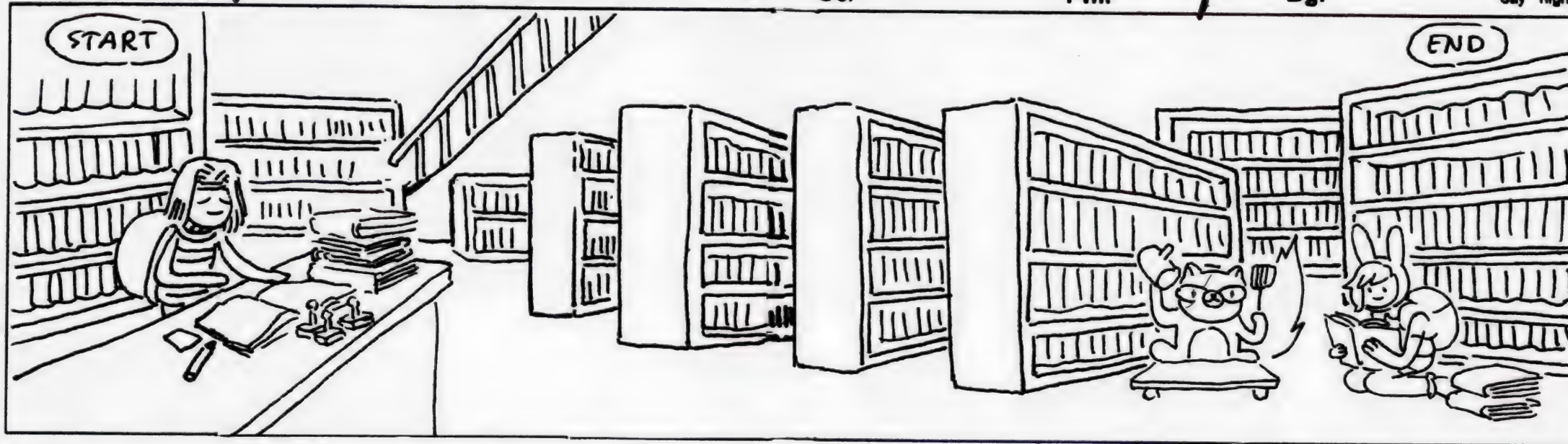
day night

Sc.

Pnl. **F**

Bg.

Page **130**  
NO PG-13!  
day night



Dialog:

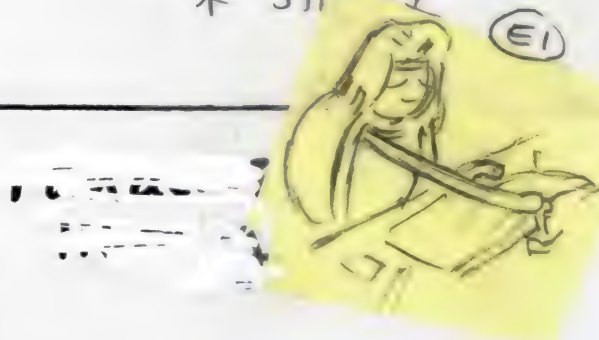
SFX:

\* ST

(E1)

Action:

Timing:



OCT 8 0 2015

- F+G SIT IN  
THE AISLE

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

# ADVENTURE TIME



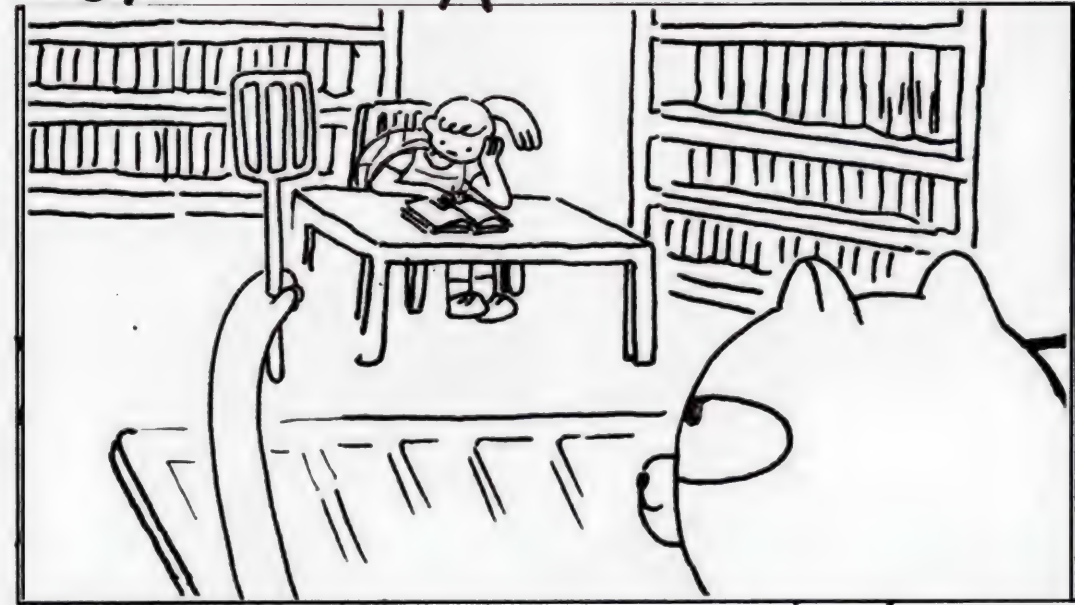
Page 132

Sc. 81

Pnl. A

Bg.

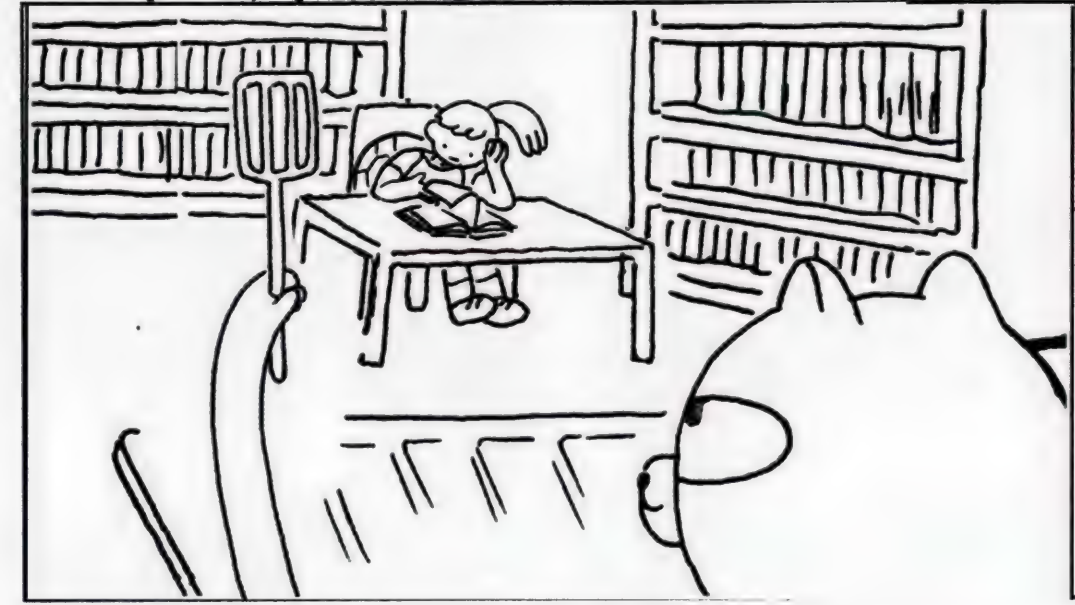
day night



Sc. 81 CONT Pnl. B

Bg.

day night



Dialog:

Action:

- TURTLE GIRL AT TABLE.

A, B, C, A TURNING PAGE SLOWLY

OCT 30 2015

Timing:



EPISODE # 1034-237

Production :

1034/237

1034/237

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1034/237

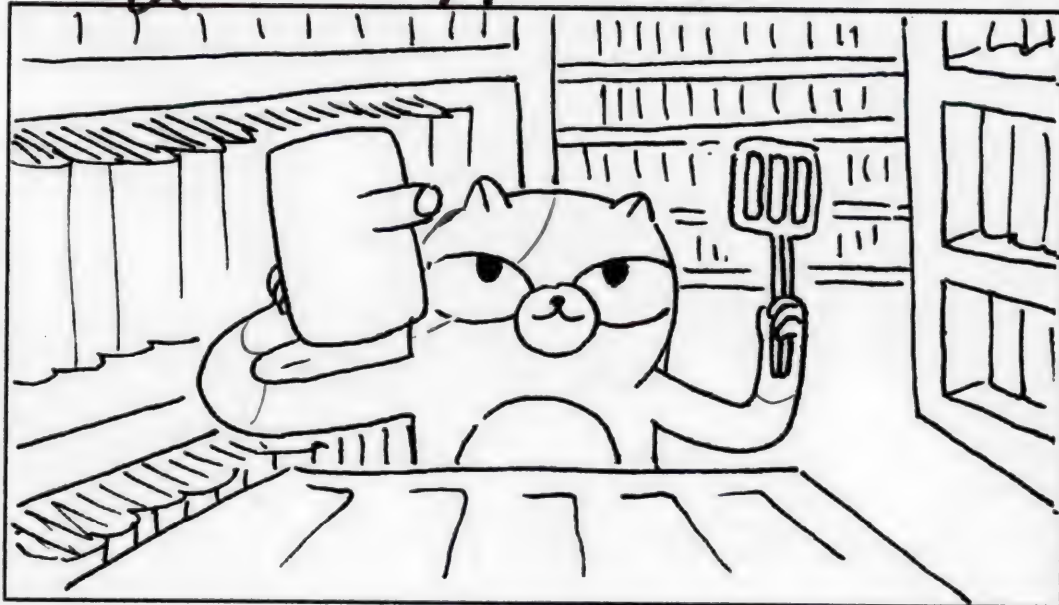


# ADVENTURE TIME

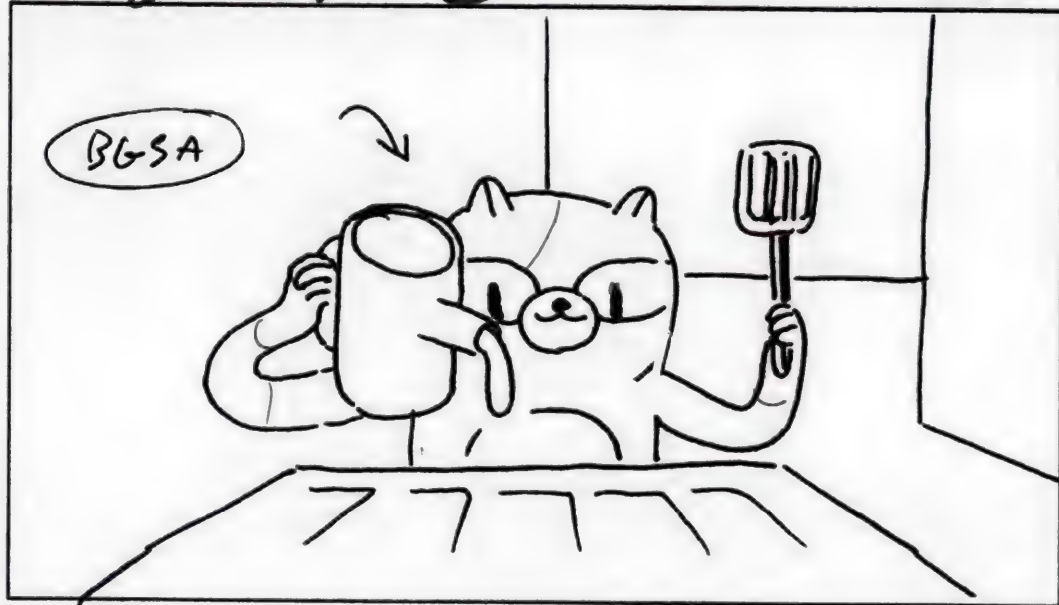


Page 133

Sc. 82 Pnl. A Bg. day night



Sc. 82 cont Pnl. B Bg. day night



Dialog:

Action:

- CAKE STARS POURING BATTER

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

# ADVENTURE TIME

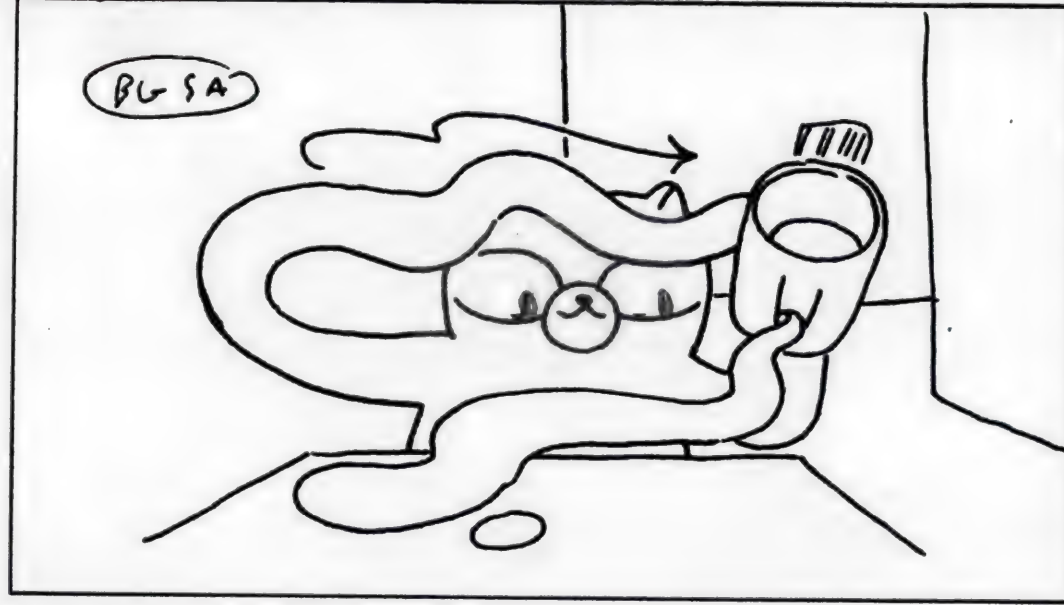


Page 134

Sc. 82 CONT Pnl. C

Bg.

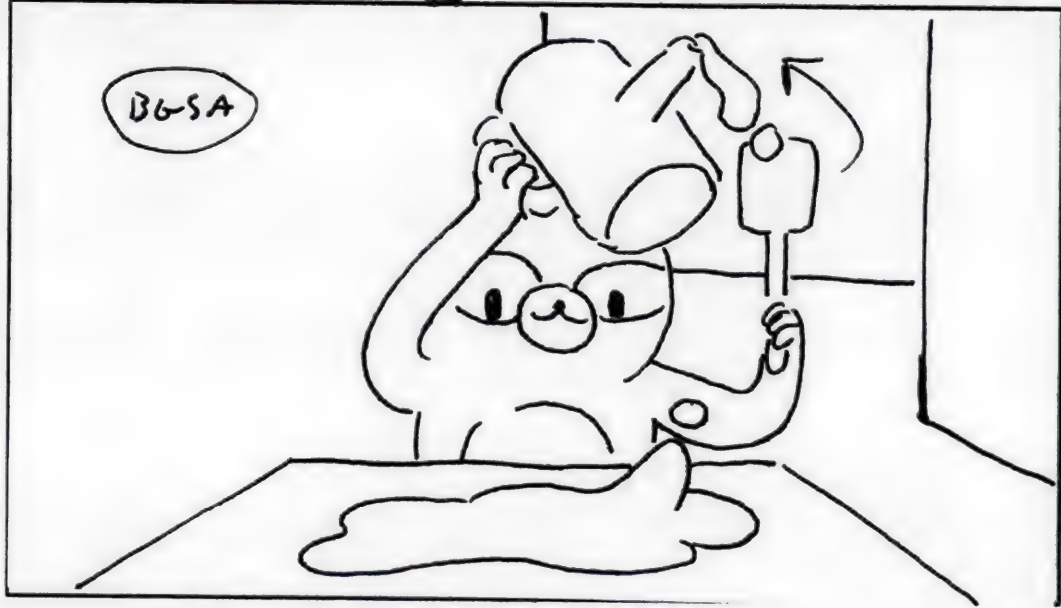
day night



Sc. 82 CONT Pnl. D

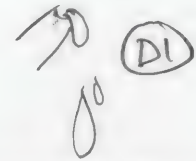
Bg.

day night



Dialog:

SFX \* S S S S S \*



Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

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# ADVENTURE TIME



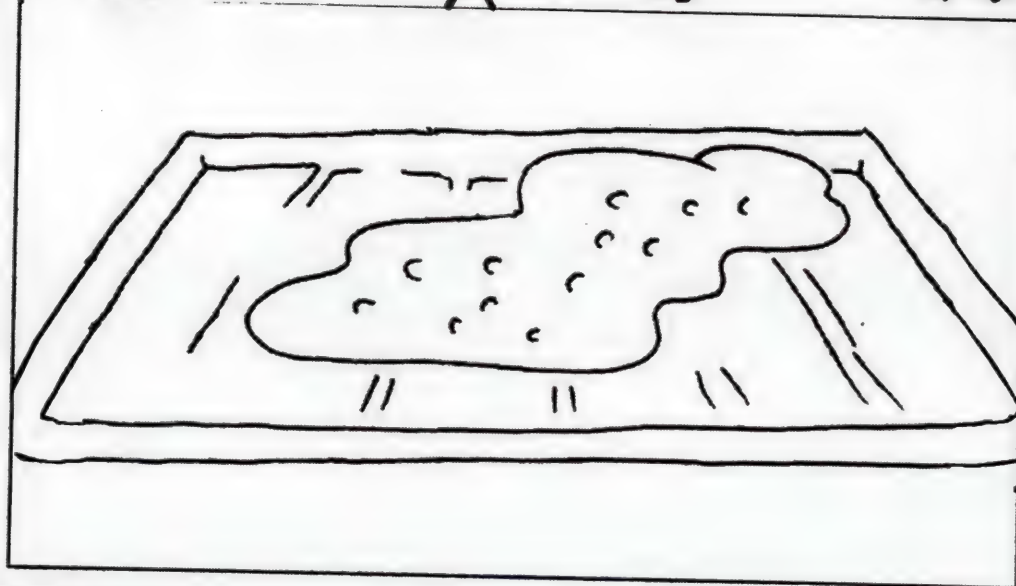
NO SC  
84

Sc. **83**

Pnl. **A**

Bg.

day night



Sc. **83 cont** Pnl. **B**

Bg.

Page **135**  
day night



Dialog:

SFX: \*SSSSSSZZZZLE\*

© URGH... STILL NOT  
QUITE RIGHT...

Action:

- FLAPJACK BROWNS

Timing:



- FLAPJACK BUBLES,  
LOSES SHAPE

OCT 30 2015

Production:

EPISODE # 1034-237

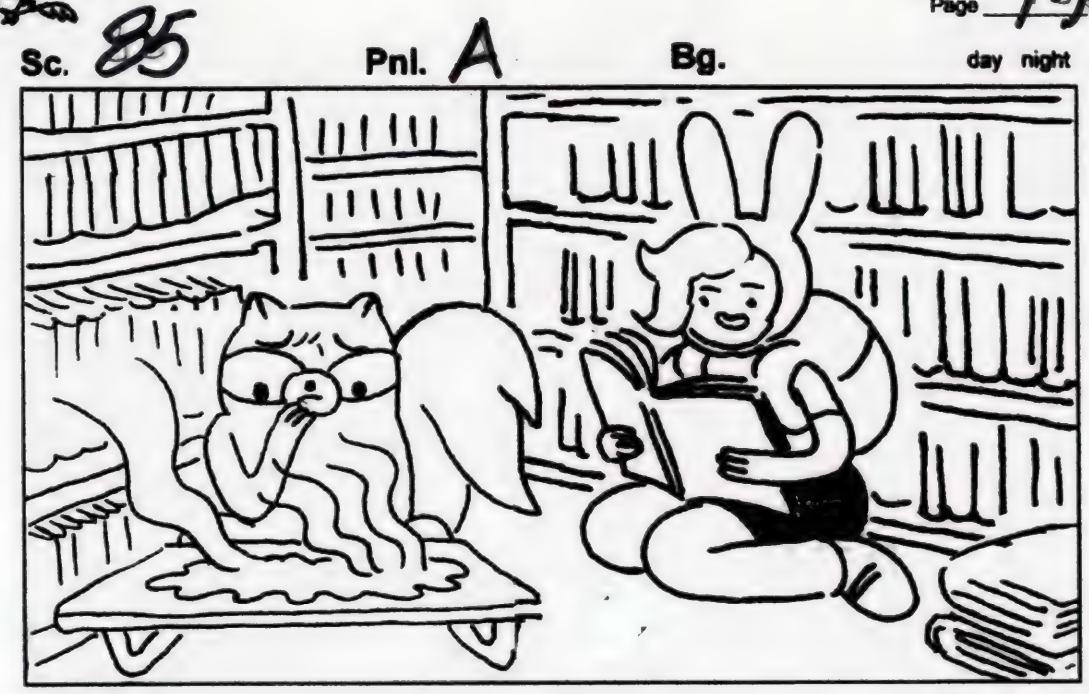
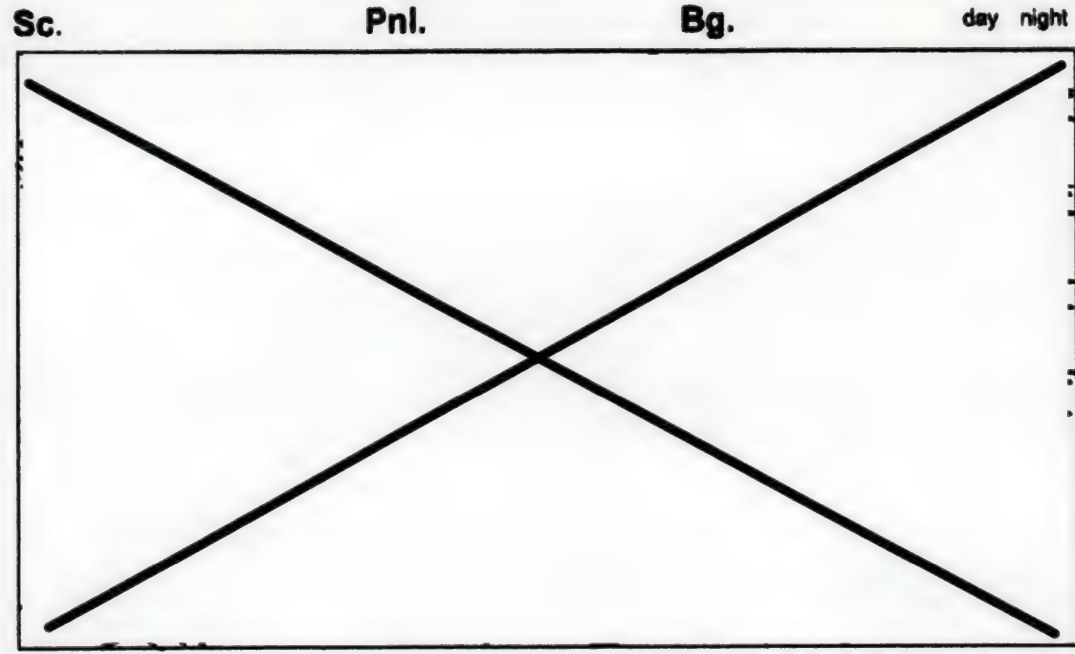
1034/237

1034/237

# ADVENTURE TIME



Page 136



Dialog:

⑤ HOW ABOUT THIS FOR  
SOME INSPIRATION?

OCT 30 2015

Action:

Timing:



-FIANNA  
TURNS  
BOOK  
AROUND.

Production :

EPISODE # 1034-237

1034/237

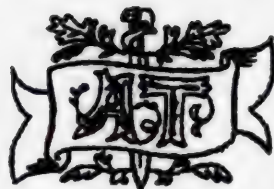
1034/237

1034/237

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# ADVENTURE TIME



Page 137

Sc. 85 CONT Pnl. B

Bg.

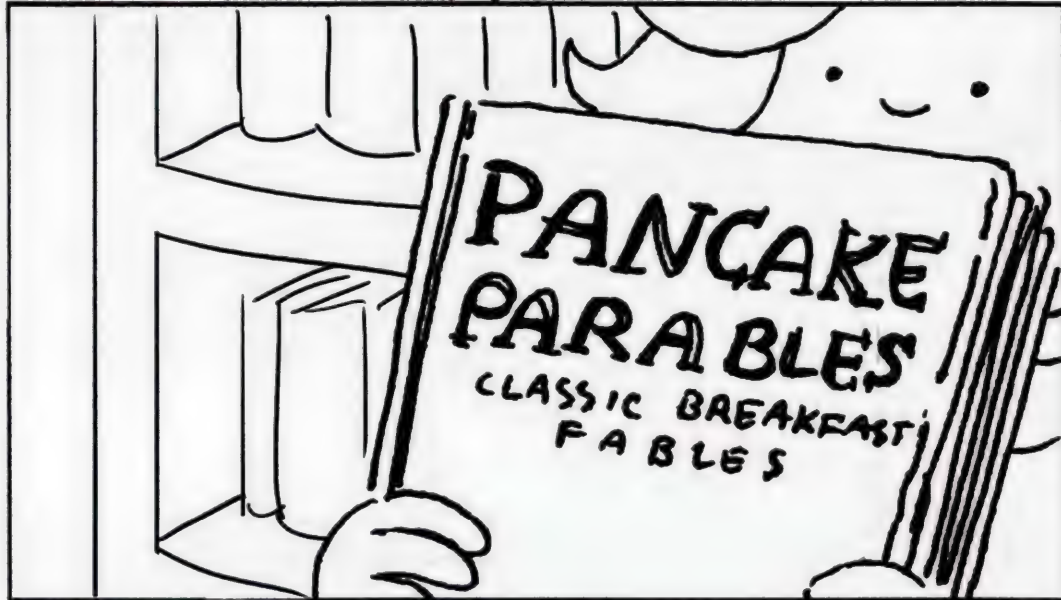
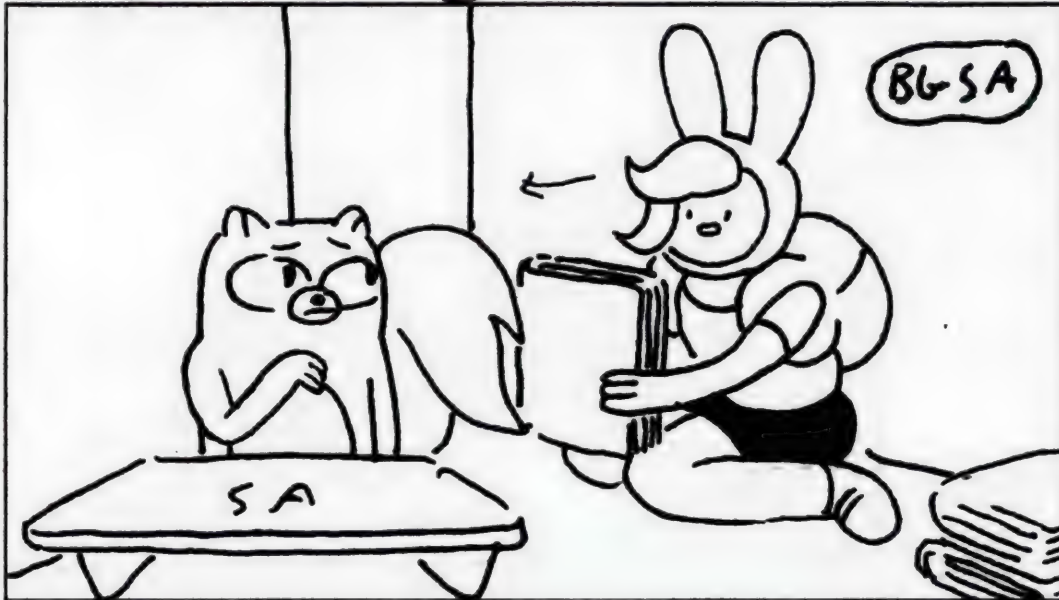
day night

Sc. 86

Pnl. A

Bg.

day night



Dialog:

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

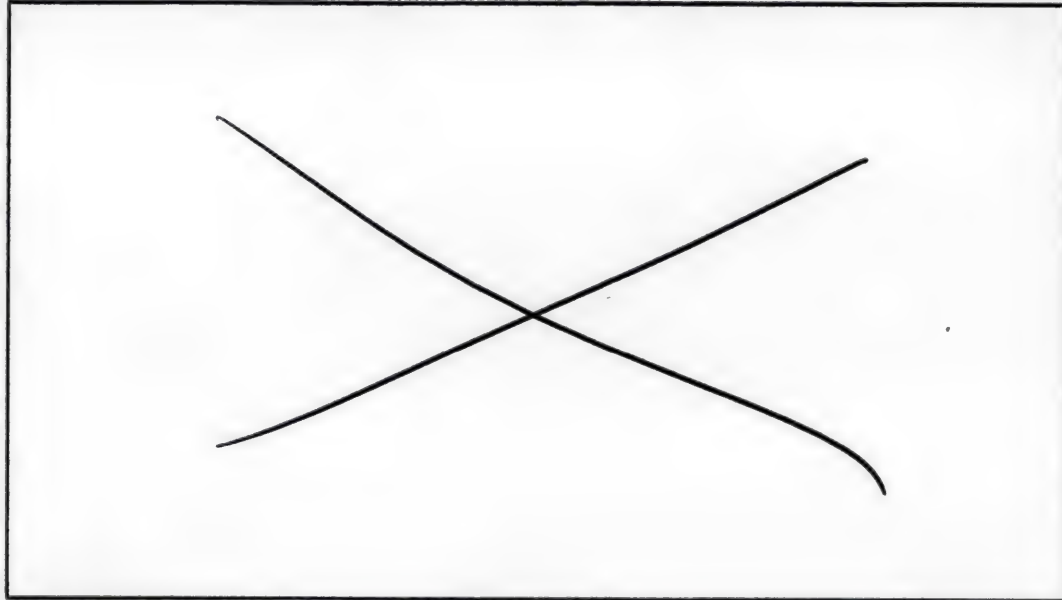
1034/237

# ADVENTURE TIME



Page 138

Sc. Pnl. Bg. day night



Sc. 86 cont Pnl. B Bg. day night



Dialog:

Action:

- CAKE LEANS ON/5 TO READ TITLE

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237



# ADVENTURE TIME



Page 139

Sc. 86 cont Pnl. C

Bg.

day night



Sc. 87

Pnl. A

Bg.

day night



Dialog:

© HISSSSSSS!!!!

Action:

- CAKE HISSES AT BOOK

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

# ADVENTURE TIME



Sc. **87 CONT** Pnl. **B**

Bg.

day night



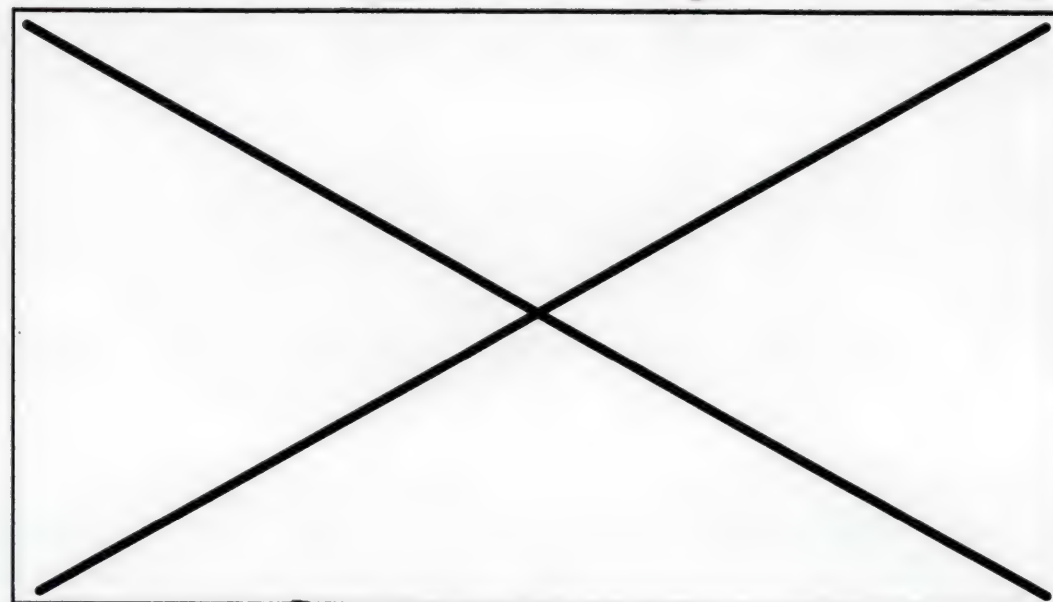
Sc.

Pnl.

Bg.

Page

**NO PG 141**  
day night



Dialog:

© PANCAKES AND FLAPJACKS  
ARE NOTHING ALIKE!!!

Action:

- LAKE BRISTLES.

OCT 30 2015

Timing:

EPISODE # 1034-237

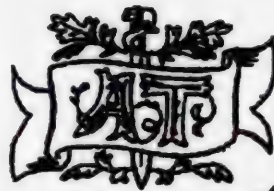
Production :

1034/237

1034/237

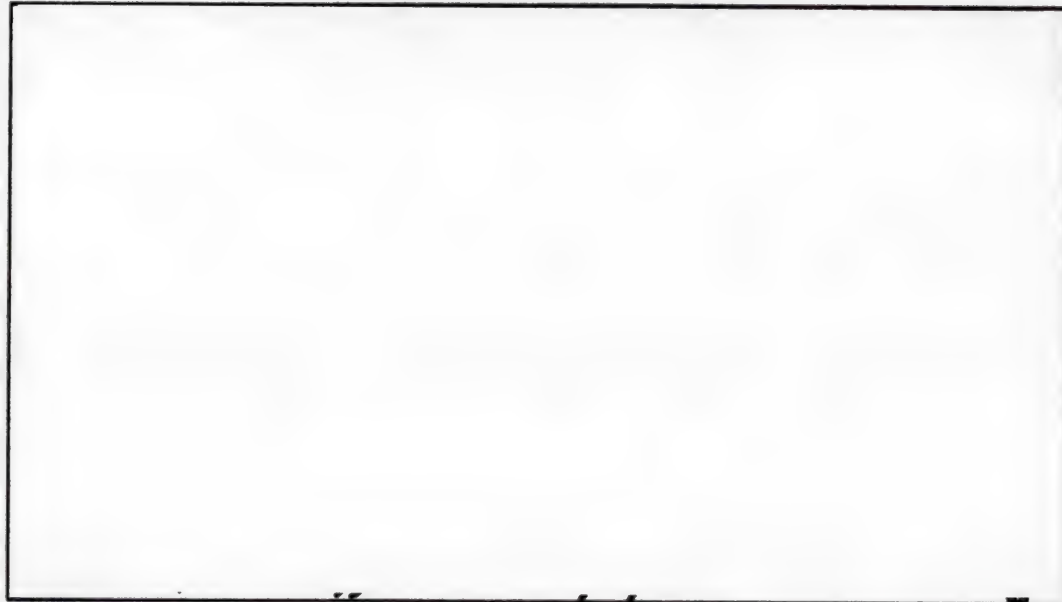


# ADVENTURE TIME



Page 142

Sc. Pnl. Bg. day night



Sc. 87 cont Pnl. C Bg. day night



Dialog:

(F) AW, CAKE... I'D PICK YOUR  
FLAPJACKS OVER ALL THE  
PANCAKES IN THE WORLD....

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

# ADVENTURE TIME



Page 143

Sc. 87 cont Pnl. D Bg. day night



Sc. 87 cont Pnl. E Bg. day night



Dialog:	© ITS JUST THAT...	© FLAPJACK LITURATURE IS SUCH A NICHE GENRE,
Action:		- C. TUCKS SPATULA BEHIND EAR
Timing:		OCT 30 2015

EPISODE# 1034-237

Production :

1034/237

1034/237

1034/237

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1034/237

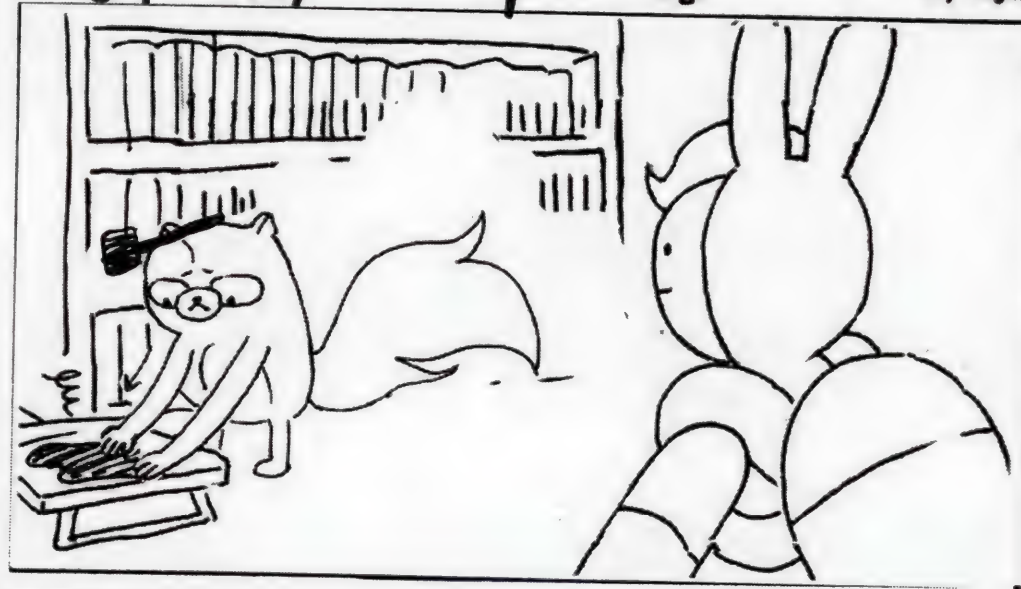
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# ADVENTURE TIME

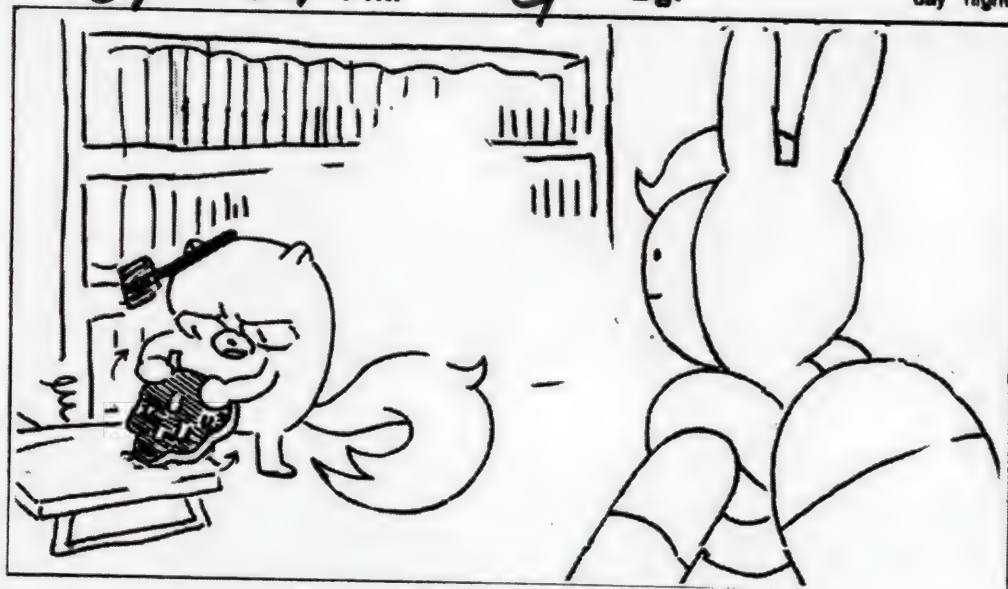


NO SC'S  
88-89

Sc. **87 CONT** Pnl. **F** Bg. day night



Sc. **87 CONT** Pnl. **G** Bg. day night



Page **144**

Dialog:

© AND NONE OF MY FLAPJACKS  
ARE TURNIN' OUT ANY good ...

Action:

- CAKE REACHES FOR FLAPJACK.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

# ADVENTURE TIME



Page 145

Sc.

Pnl.

Bg.

day night

Sc.

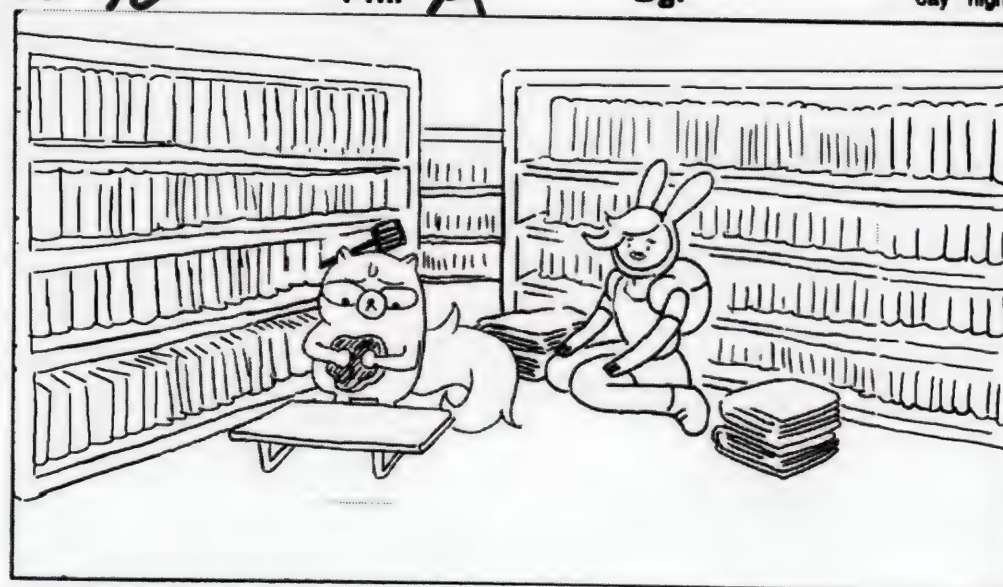
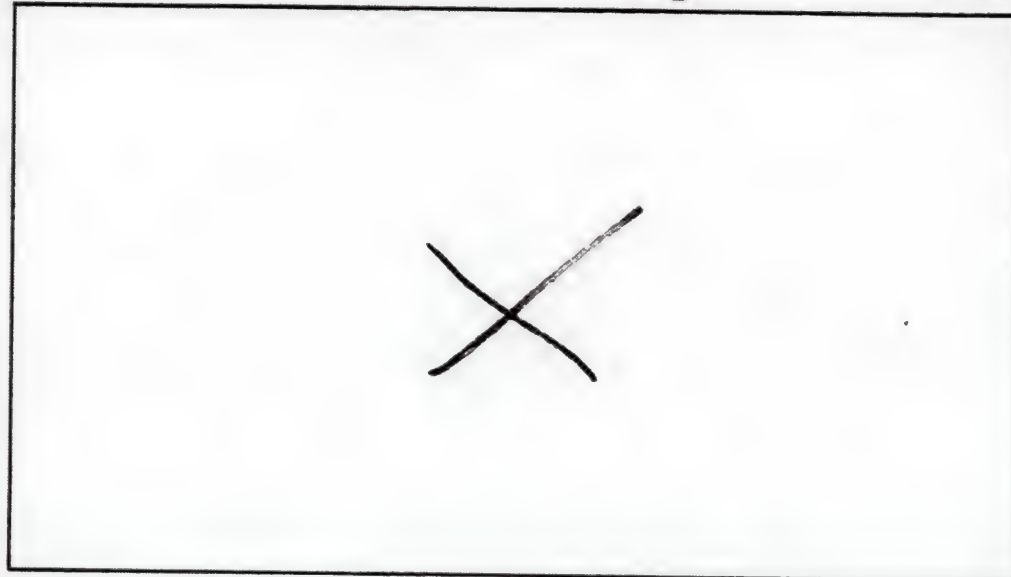
90

Pnl.

A

Bg.

day night



Dialog:

ⓕ HEY ... COME ON, CAKE.

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237



# ADVENTURE TIME



Page **146**

Sc. **90 CONT** Pnl. **B**

Bg.

day night



Sc. **90 CONT** Pnl. **C**

Bg.

day night



Dialog:

Ⓣ WE'VE STILL GOT 10 MINUTES  
BEFORE THE LIBRARY  
CLOSES --

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

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# ADVENTURE TIME



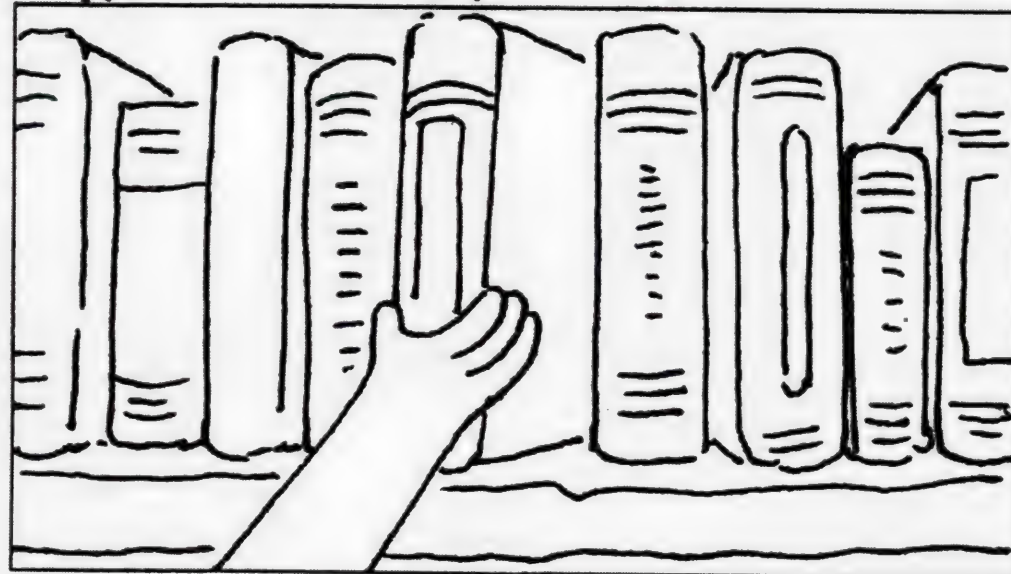
Page 147

Sc. 91

Pnl. A

Bg.

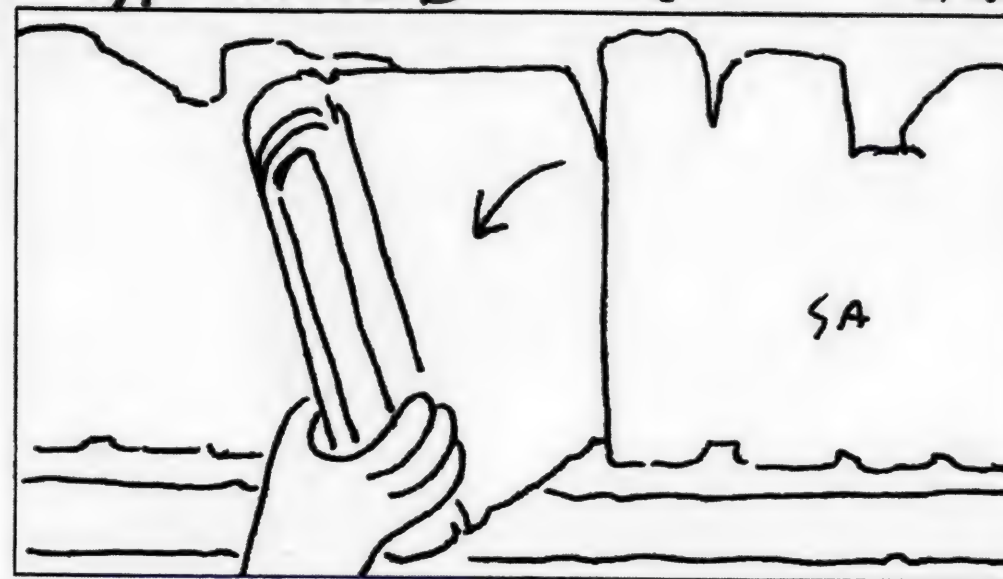
day night



Sc. 91 cont Pnl. B

Bg.

day night



Dialog:

Action:

- F. PULLS BOOK OFF SHELF.

OCT 30 2015

Timing:



EPISODE # 1034-237

Production :

1034/237

1034 237

1034/237



# ADVENTURE TIME



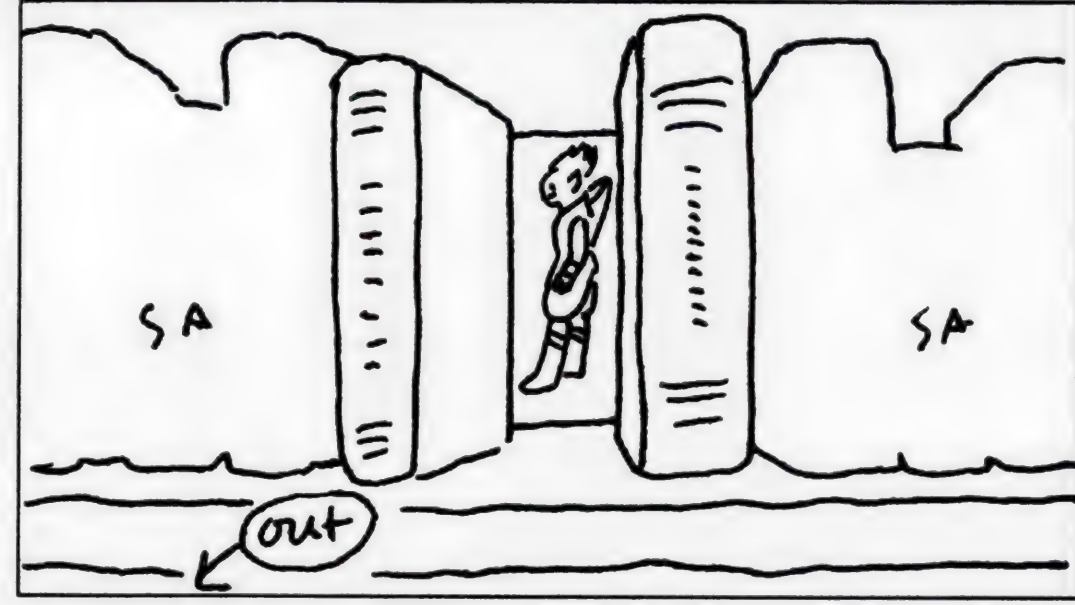
Page 148

Sc. 91 CONT

Pnl. C

Bg.

day night

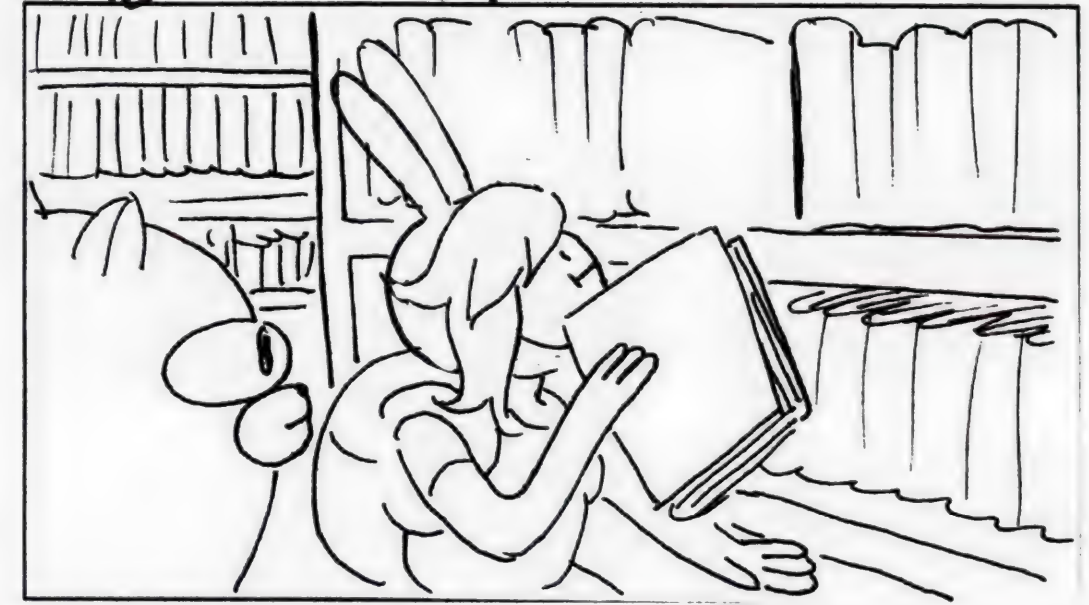


Sc. 92

Pnl. A

Bg.

day night



Dialog:	
Action:	- F. PULLS BOOK AWAY REVEALING FLAME PRINCE.
Timing:	

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

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# ADVENTURE TIME



Page 149

Sc. 92 CONT Pnl. B Bg. day night



Sc. 92 CONT Pnl. C Bg. day night



Dialog:

(F) \*GASP!\*

(F) (WHISPERING)  
IT'S FLAME PRINCE!

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237



# ADVENTURE TIME



Page 150

Sc. 92 CONT Pnl. D

Bg.

day night



Sc. 92 CONT Pnl. E

Bg.

day night



Dialog:

© WHAT'S THAT FIRE HAZARD

Action:

- CAKE STRETCHES UP.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

# ADVENTURE TIME



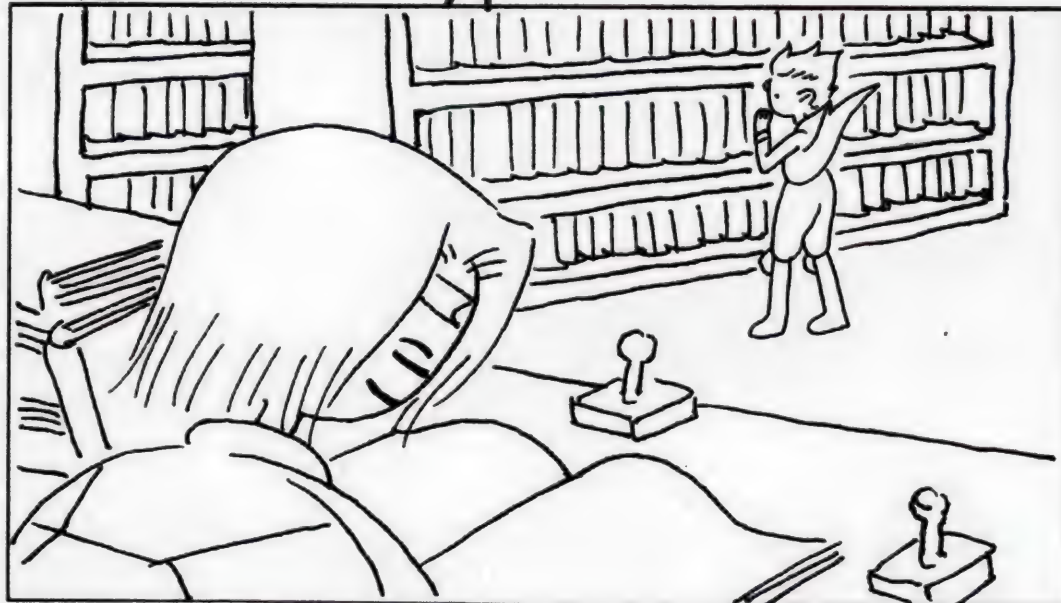
Page 151

Sc. 93

Pnl. A

Bg.

day night

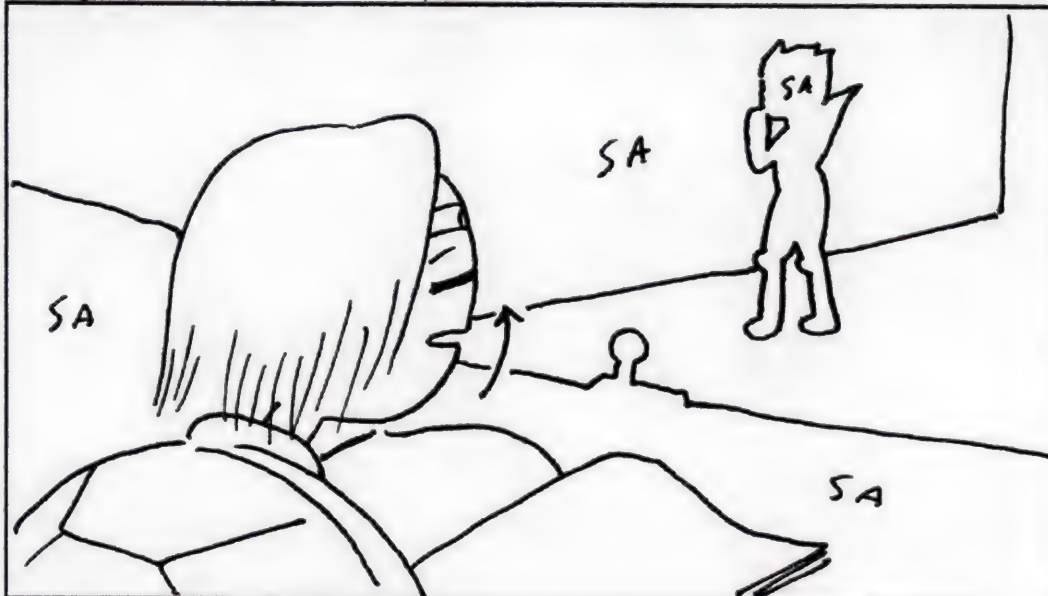


Sc. 93 CONT

Pnl. B

Bg.

day night



Dialog:

CAKE (VO)

Doing in the Library

TURTLE PRINCE:

HM?

Action:

-TP LOOKS UP.

OCT 30 2015

Timing:

EPISODE #

1054-237

Production :

1034/237

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1034/237

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# ADVENTURE TIME



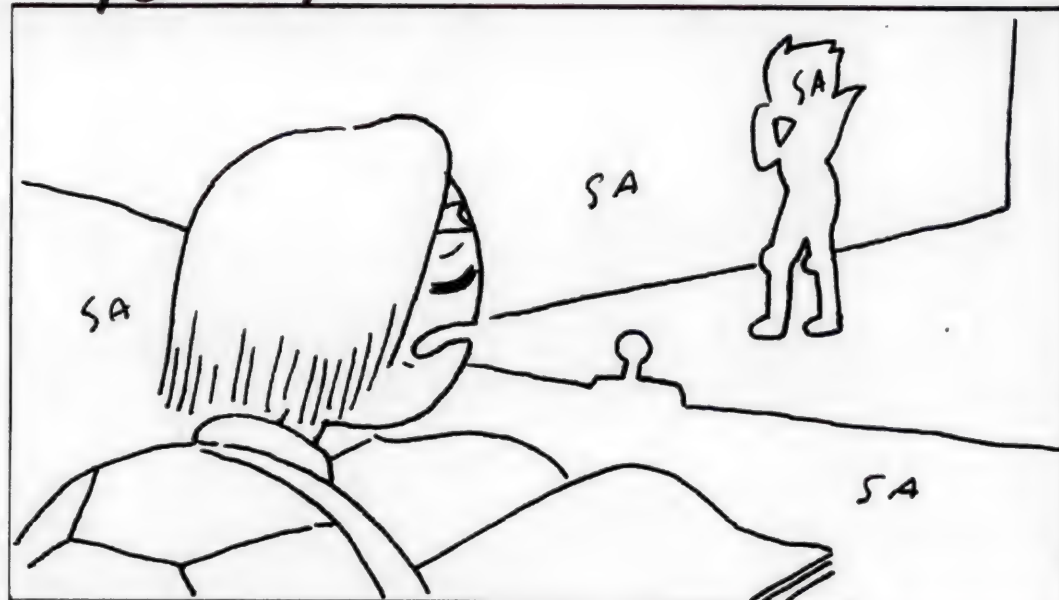
No Sc 94

Page 152

Sc. 93 CONT Pnl. C

Bg.

day night

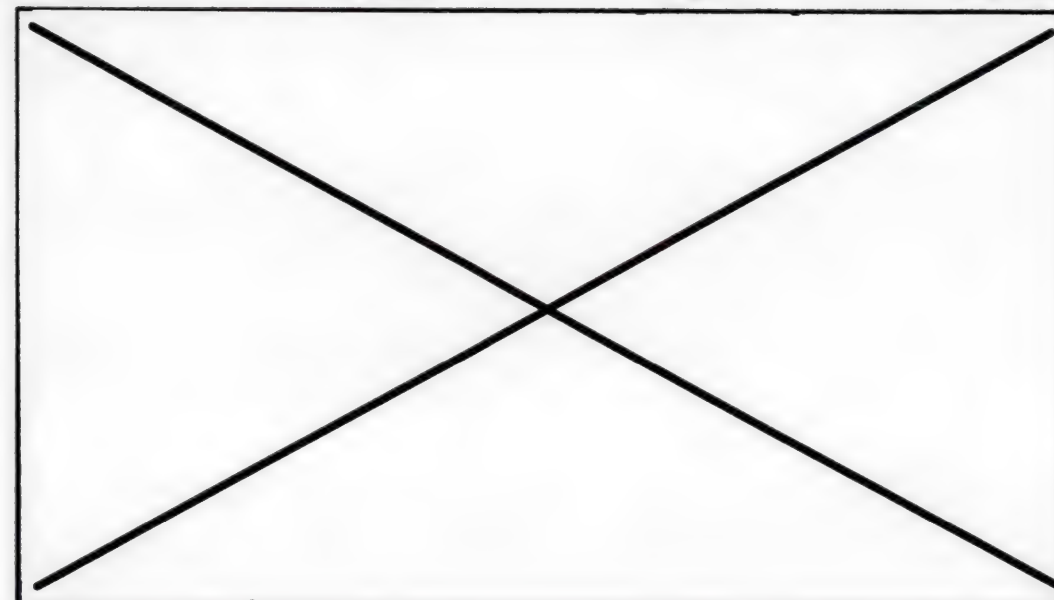


Sc.

Pnl.

Bg.

day night



Dialog:

(TP) (WHISPER)  
OH, DH NOOOOOO

Action:

- TP SEES

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME



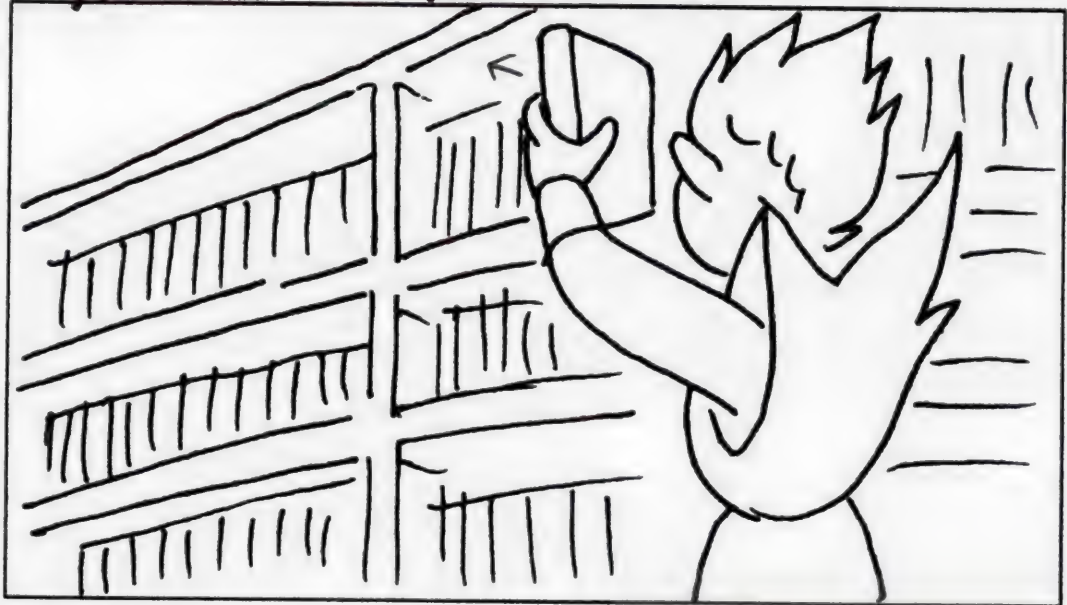
Page 153

Sc. 95

Pnl. A

Bg.

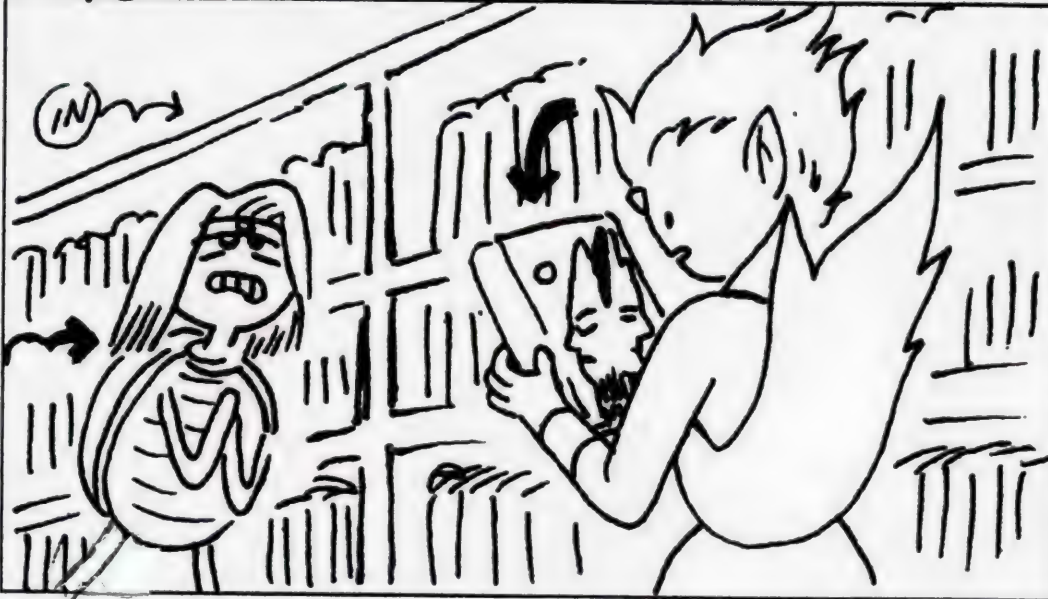
day night



Sc. 95 CONT Pnl. B

Bg.

day night



Dialog:

SFX: \*SHFF\*

Action:

-FP PULLS BOOK OUT

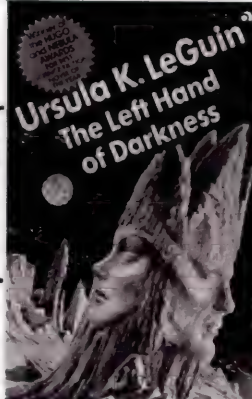
Timing:



-TP SHUFFLES ON/5.

OCT 30 2015 THE BOOK SHOULD LOOK LIKE THIS COVER →

(IT'S RELEVANT TO THE EPISODE)



EPISODE # 1034-237

Production :

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# ADVENTURE TIME

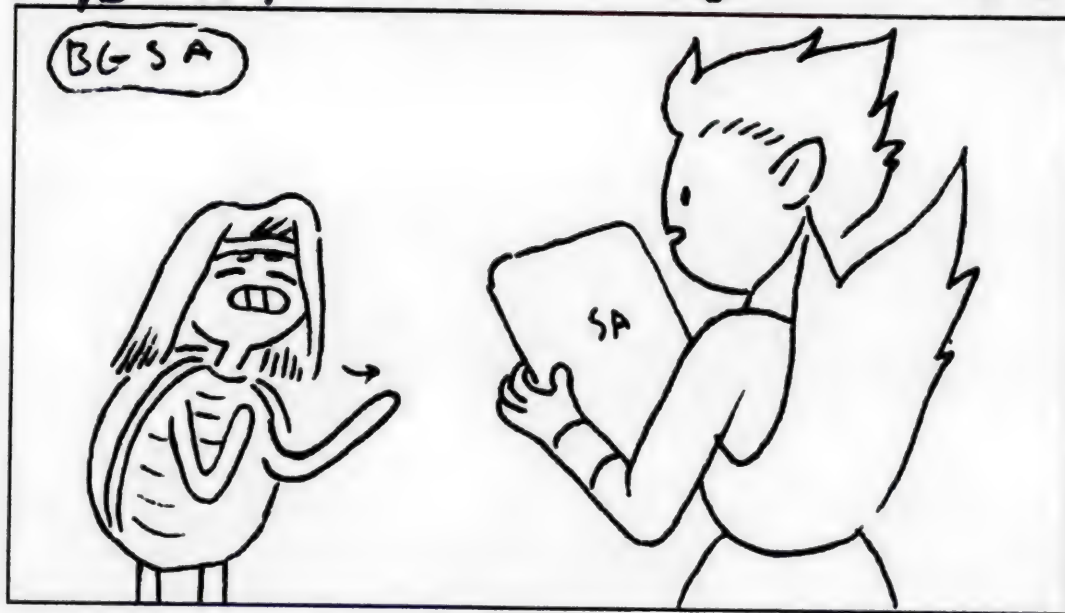


Page **154**

Sc. **95 CONT** Pnl. **C**

Bg.

day night



Sc. **95 CONT** Pnl. **D**

Bg.

day night



Dialog:

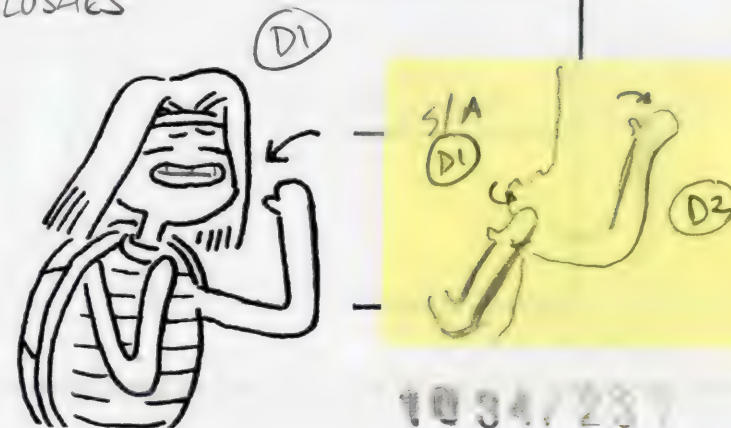
**(TP)** OH! I LOVE THAT  
AUTHOR!

Action:

**(TP)** HAVE YOU READ HER  
NEWEST BOOK? I COULD  
FIND IT FOR YOU!

- FP BLUSHES

Timing:



EPISODE # 1034-237

1034/237

1034/237

1034/237

# ADVENTURE TIME



Page **155**

Sc. **96**

Pnl. **A**

Bg.

day night



Sc. **96 cont**

Pnl. **B**

Bg.

day night



Dialog:

**FP** OH! UH, N-NAH  
THAT'S OKAY --

**FP** I'LL JUST START WITH  
THIS ONE...

Action:

- FP HOLDS UP BOOK,

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

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ADVENTURE TIME



Page 156  
day night 156A NEXT

Sc. 96 cont

Pnl. C

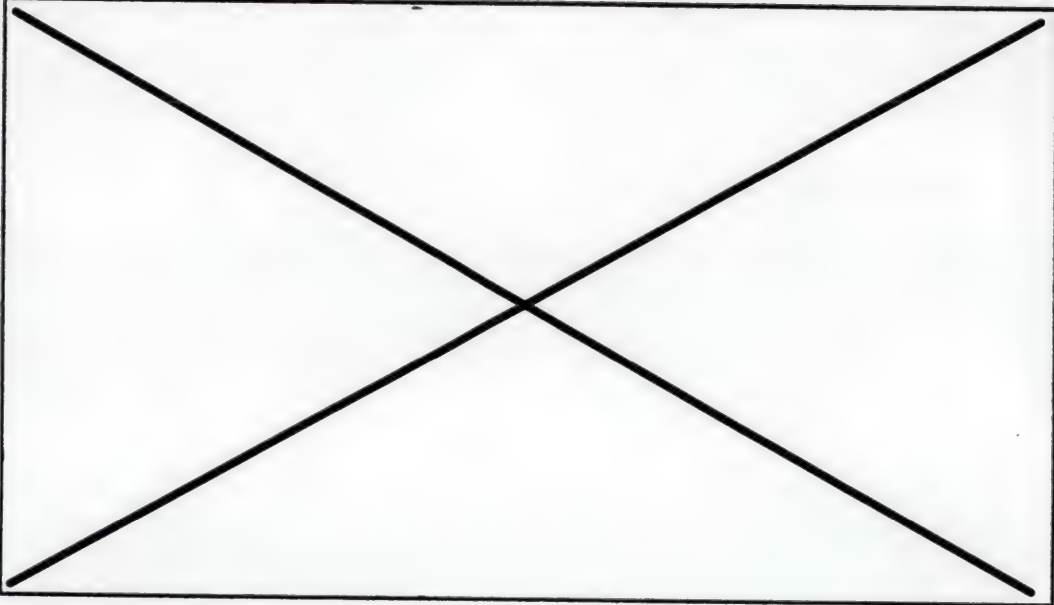
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

(FP) THANKS THO!

Action:

- FP WAVES AND TURNS AWAY.

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

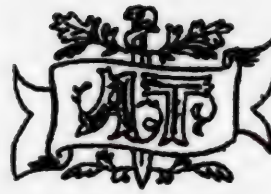
1034/237

1034/237

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1034/237

# ADVENTURE TIME

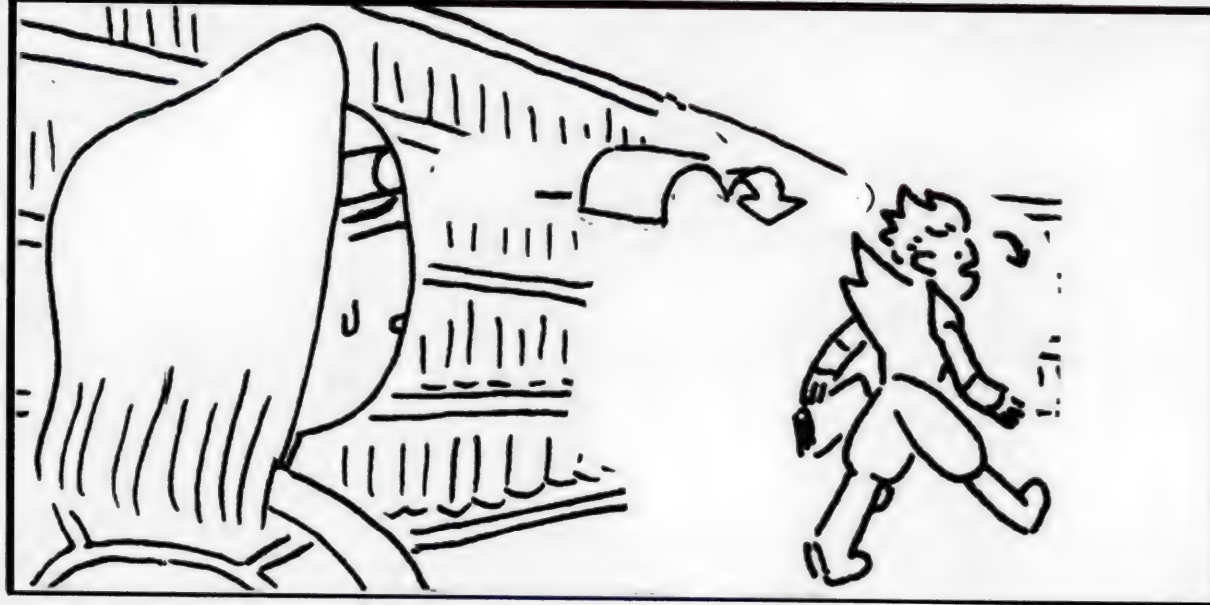


Page **156A**  
**157NEXT**

Sc. **96 CONT** Pnl. **D**

Bg.

day night



Dialog:

**(FP)** THANKS THO!

Action:

- FP WAVES AND TURNS AWAY.

- FP QUICKLY RUNS OFF WHILE  
LOOKING AROUND BLINDLY

Timing:



OCT 30 2015

Production :

EPISODE # 1034-237

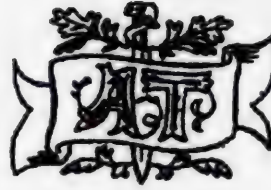
1034/237

1034/237

1034/237

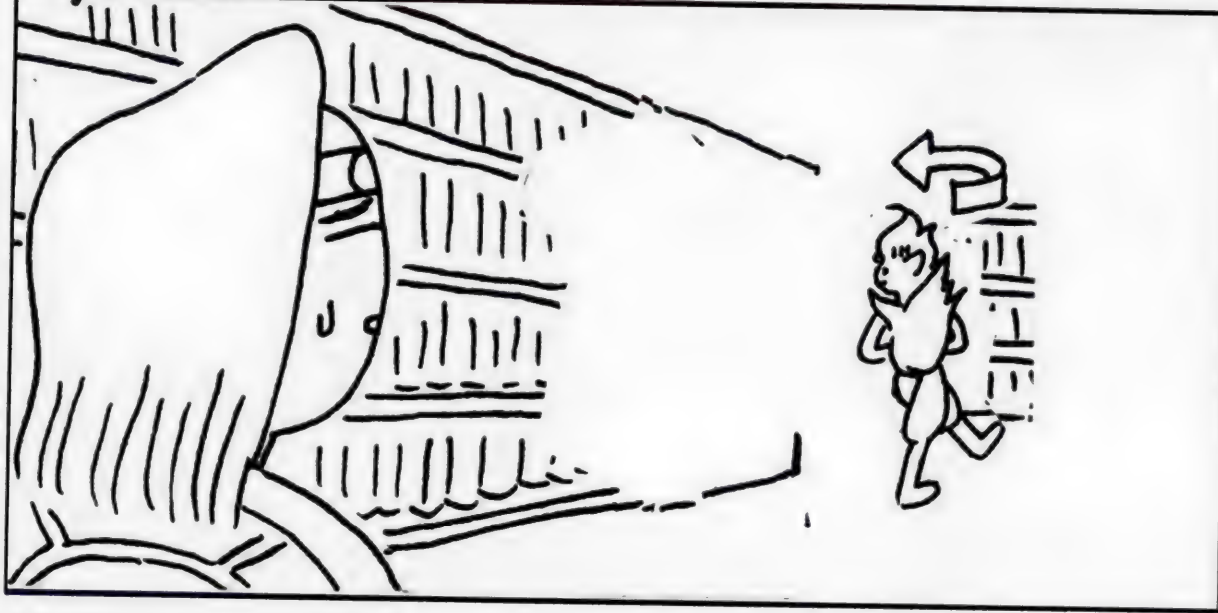


# ADVENTURE TIME



Page 157  
107A NEXT

Sc. 910 CONT Pnl. E Bg. day night



Dialog:

FP: (A BIT LOST) UHH ...

Action:

- FP TURNS TOO SOON AND - -

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

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ADVENTURE TIME



Page **157A**  
day **158 NEXT**

Sc. Pnl. Bg. day night

Sc. **96 cont** Pnl. **F** Bg.

Dialog:

**SFX: \*SLAM! +**

Action:

**- FP SLAMS INTO BOOKSHELF**

Timing: \_\_\_\_\_

OCT 30 2015

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1034/237

1034/237



# ADVENTURE TIME



NO SC 97

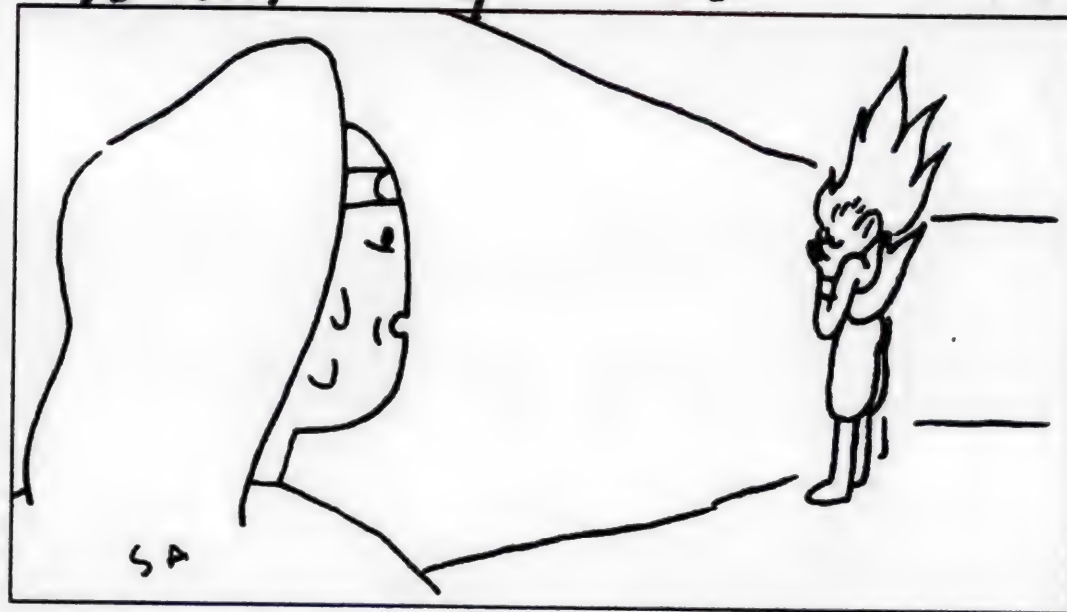
Page **158**

Sc. **96 CONT**

Pnl. **G**

Bg.

day night

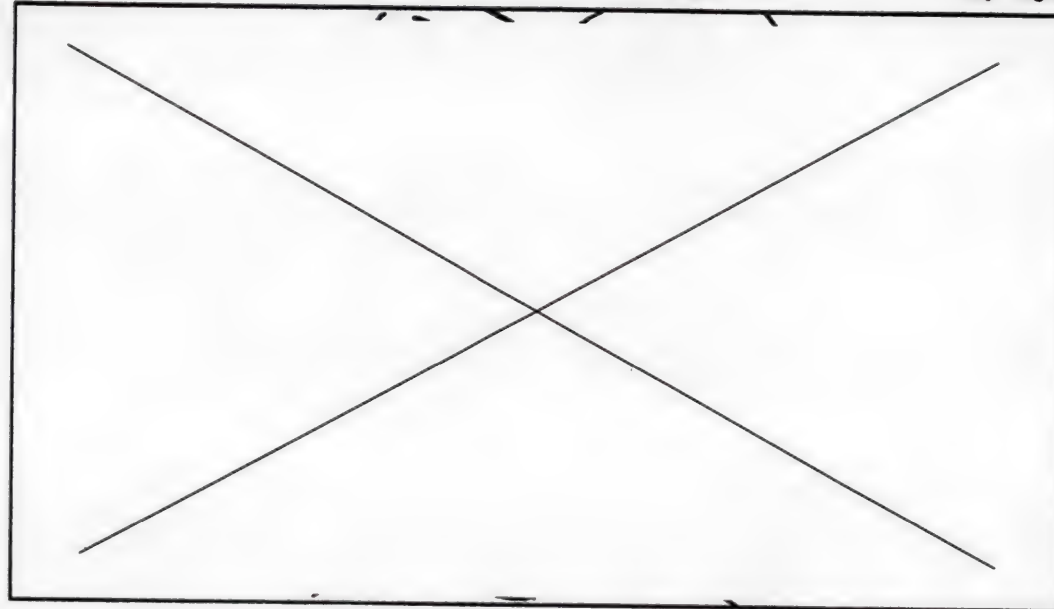


Sc.

Pnl.

Bg.

day night



Dialog:

SFX: \* FWOOSH \*

Action:

- F.P. FLARES UP

- FP RUBS NOSE.

OCT 30 2015

Timing:

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Production :

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# ADVENTURE TIME



Page **159**

Sc. **98**

Pnl. **A**

Bg.

day night



Sc. **98 CONT** Pnl. **B**

Bg.

day night



Dialog:

(FP) [GASP]

FP:

Sorry about that

Action:

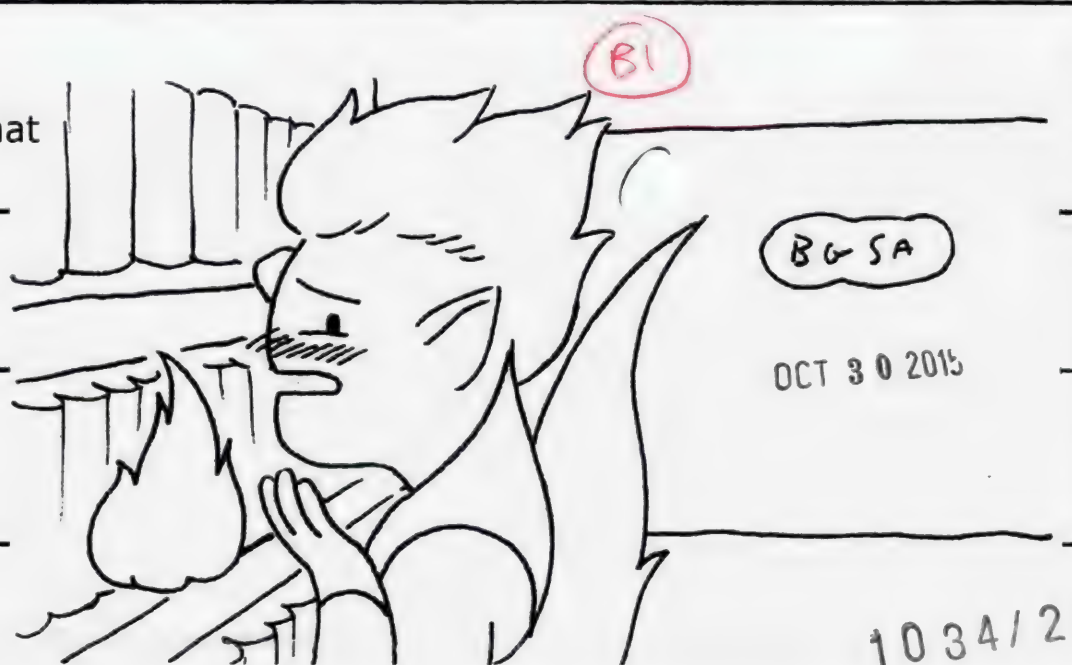


- FP SEES SHELF

Timing:

grows slowly  
(AI)

ON FIRE, LOOKS  
TOWARDS T.P.



EPISODE # 1034-237

Production :

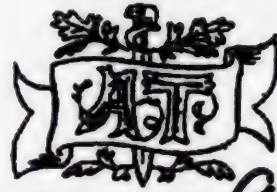
1034/237

1034/237

1034/237



# ADVENTURE TIME



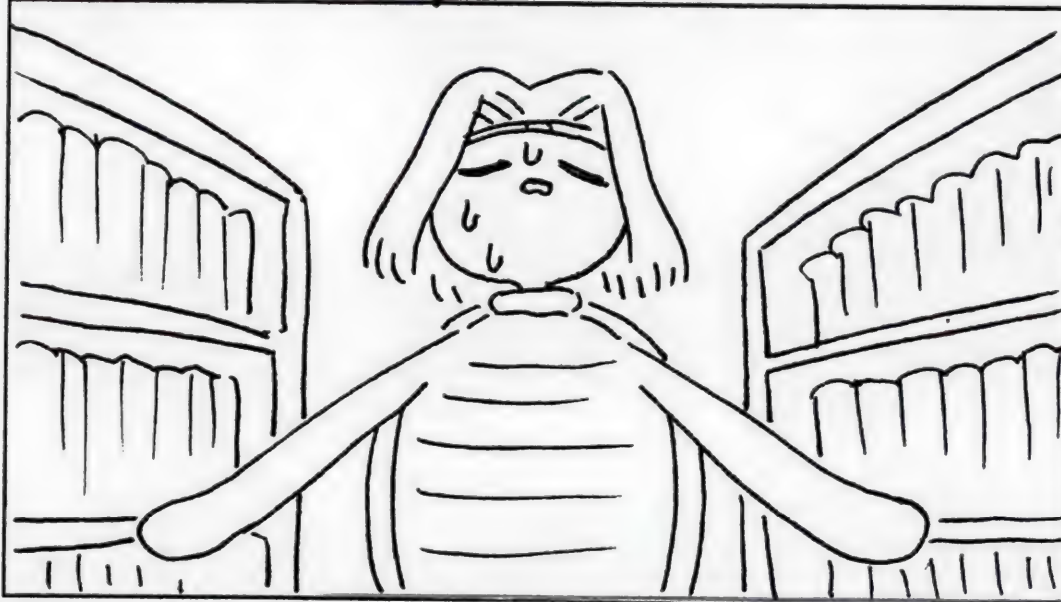
Page 160  
day night

Sc. 99

Pnl. A

Bg.

day night



Sc. 99 CONT

Pnl. B

Bg.

day night



Dialog:

(TP) U-UH-YUH-  
l... , w... i...

Action:

- TP GRABS HEAD

OCT 30 2015

Timing:

EPISODE # 1034-237

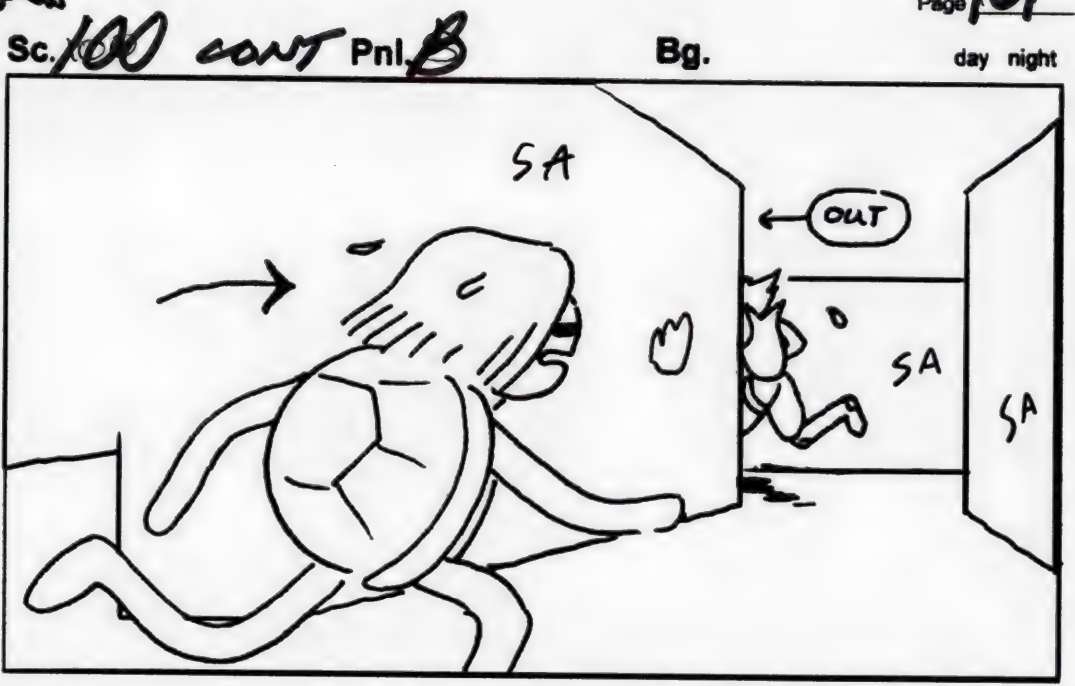
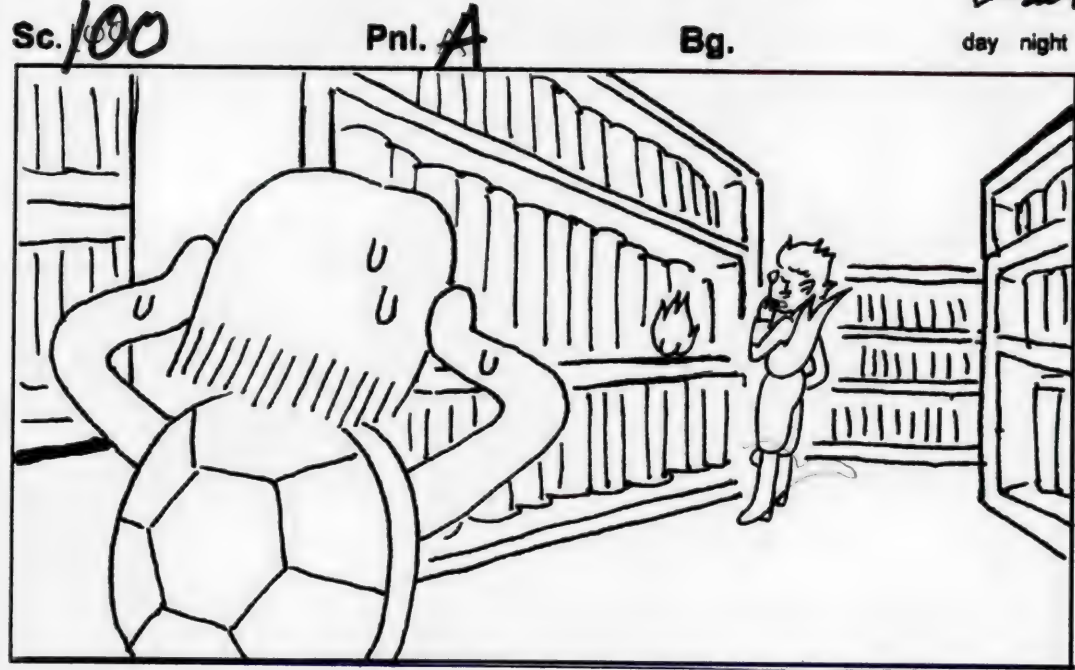
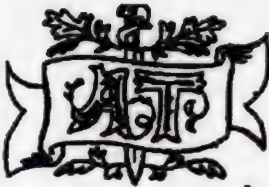
Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



Dialog: (FP) (NERVOUSLY LAUGHS)  
HEH HEH HEH

TP: (QUIET)  
NONONO

Action: TP (V) wuh wuh wuh wuh

FP RUNS AWAY, EMBARRASSED.

Timing: OCT 30 2015

EPISODE # 1034-237  
Production:

1034/237

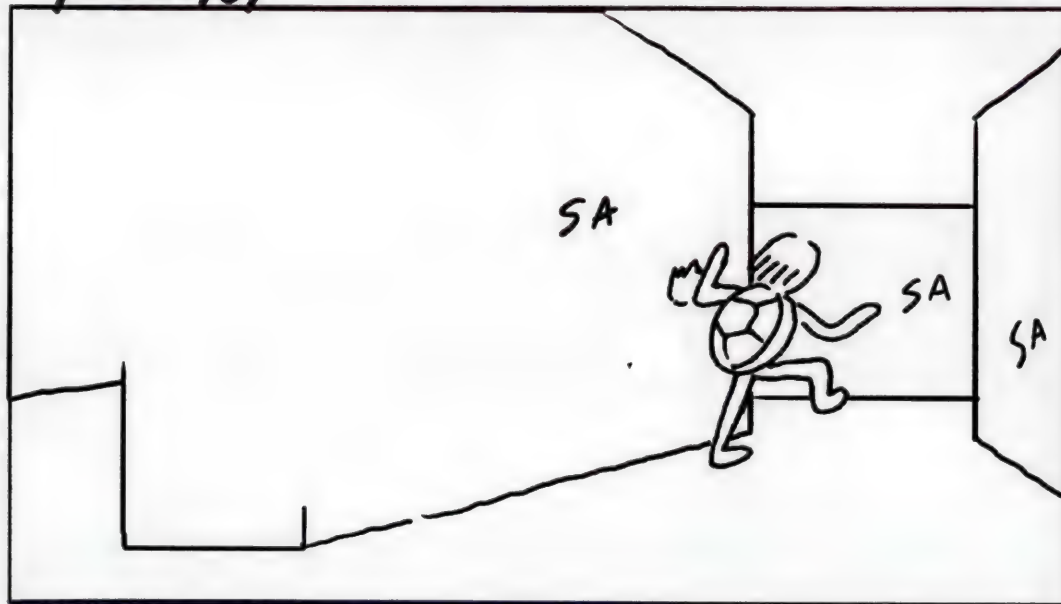


# ADVENTURE TIME

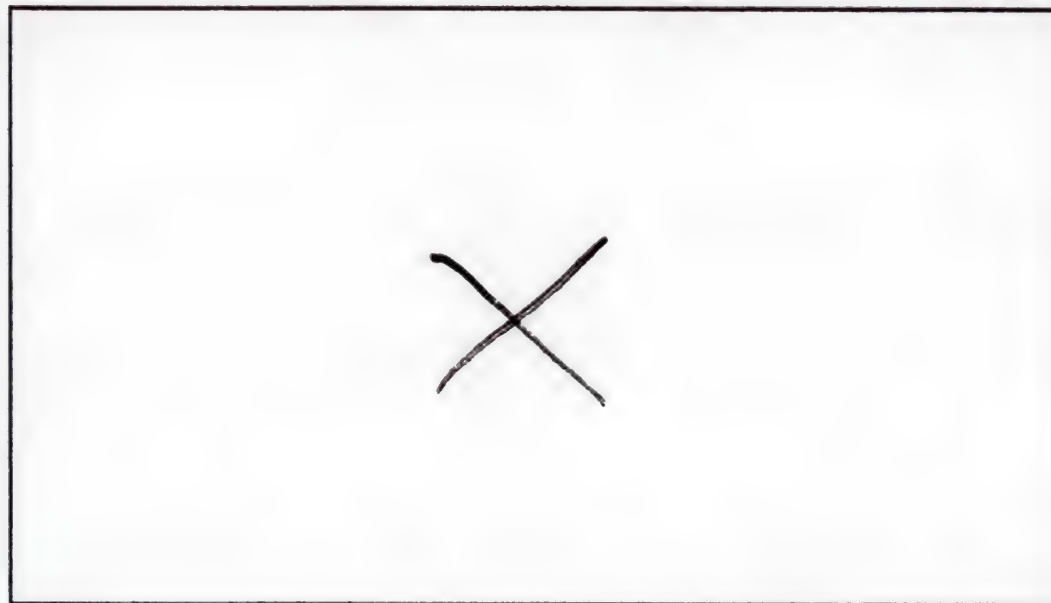


Page **162**

Sc. **100cont** Pnl. **C** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

**(TP) HOT! HOT HOT!**

SFX: \*PAT - PAT - PAT \*

Action:

- TP PATS OUT FIRE

**A, B x2**

**FIRE GOES OUT**



OCT 30 2015

Timing:

EPISODE # **1034-237**

Production :

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1034/237

# ADVENTURE TIME



Sc. 101

Pnl. A

Bg.

day night



Sc. 101 CONT Pnl. B

Bg.



Page 163  
163A NEXT

Dialog:

SFX: FOOTSTEPS

SFX:

\* THMP \*

Action:

- FP LOOKS LAST

- FP BUMPS INTO ANOTHER  
SHELF.

OCT 30 2015

Timing:

1034-237  
EPISODE #

Production :

1034/237

1034/237



# ADVENTURE TIME



Sc. 10/cont Pnl. C

Bg.

day night



Sc. 10/cont Pnl. D

Bg.

Page 163A  
164 NEXT  
day night



Dialog:

SFX: \* Fwoosh 1/4

FP: Wow! I am not

Action:

- FP'S HEAD FLARES UP.

- SHELF IS ON FIRE, FLOOR CATCHES ON FIRE.

OCT 30 2015

Timing:

1034-237

EPISODE #

1034/237

Production :

1034/237

1034/237

# ADVENTURE TIME



Sc. 10/CONT

Pnl. E

Bg.

day night

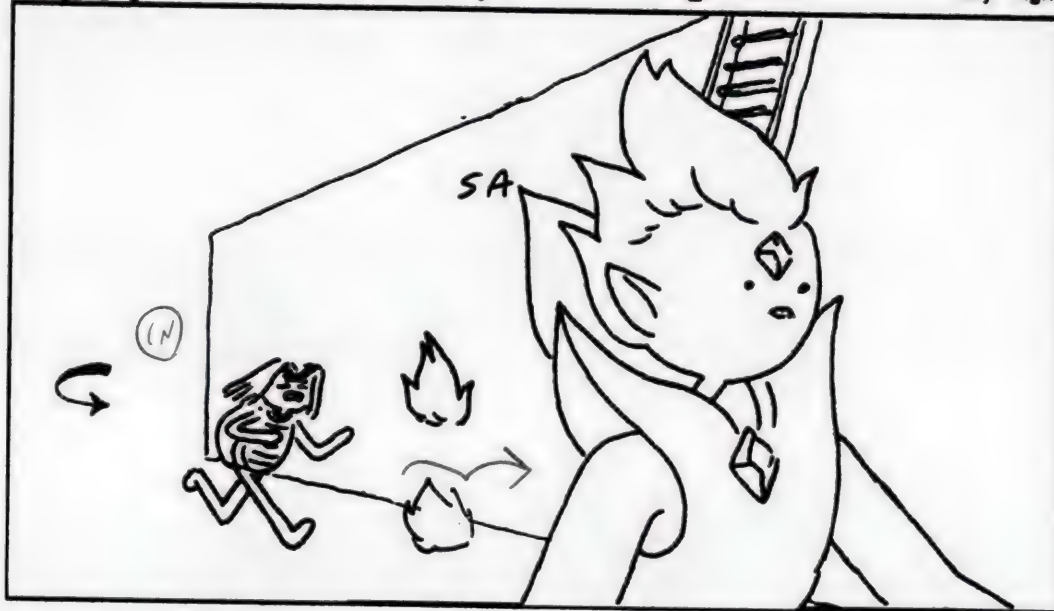


Sc. 10/CONT

Pnl. F

Bg.

day night



Page 164

Dialog:

FP: graceful today

Ⓟ N-NDT THE FIRST EDITIONS!

Action:

- FP HUSTLES AWAY FROM BOOKSHELF.

- TP ROUNDS CORNER

OCT 30 2015

Timing:

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EPISODE #

1034/237

Production :

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# ADVENTURE TIME



Page **165**

Sc. **101 CONT**

Pnl. **G**

Bg.

day night



Sc. **101 CONT**

Pnl. **H**

Bg.

day night



Dialog:

**(TP)** OW OWIE

SFX: ↓ PAT PAT ↓

Action:

- TP PATS BOOKSHELF FIRE OUT.

Timing:

**(G)**



**(TP)** UUUU HI.

- TP LOOKS AT FIRE ON FLOOR.

OCT 30 2015

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Production :

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1034/237

# ADVENTURE TIME



Page **166**

Sc. **101 cont**

Pnl. **I**

Bg.

day night

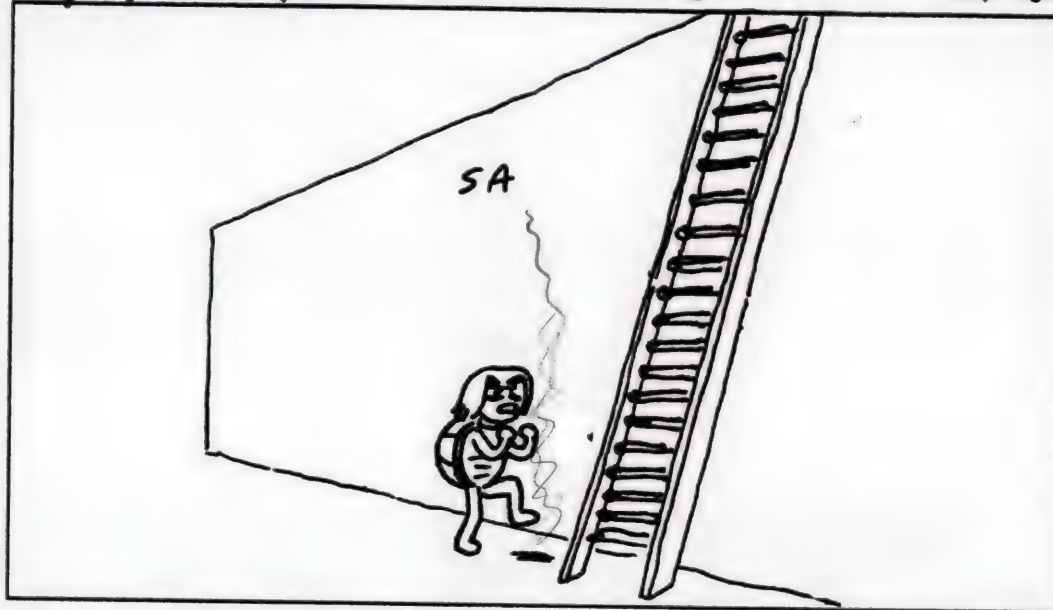


Sc. **101 cont**

Pnl. **J**

Bg.

day night



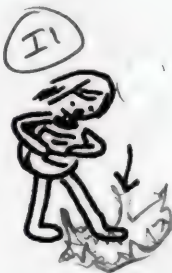
Dialog:

(TP) Ow

Action:

-TP STAMPS OUT FIRE

Timing:



(TP) OW OW

RUNNING IN PLACE



OCT 30 2015

1034-237

EPISODE #

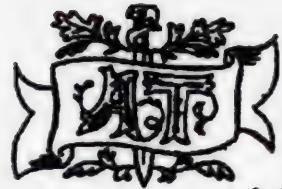
1034/237

Production :

1034/237

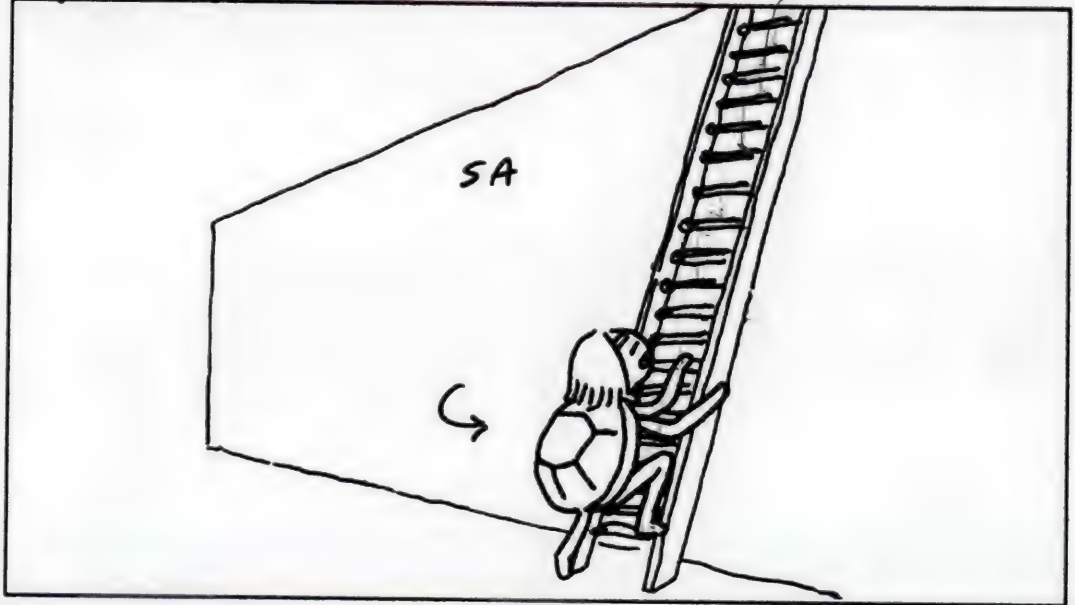


# ADVENTURE TIME



Page **167**

Sc. **101 cont** Pnl. **K** Bg. day night



Sc. **101 cont** Pnl. **L** Bg. day night



Dialog:	
Action:	
Timing:	

- TP CLIMBS LADDER OFF/S.

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Production :

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# ADVENTURE TIME



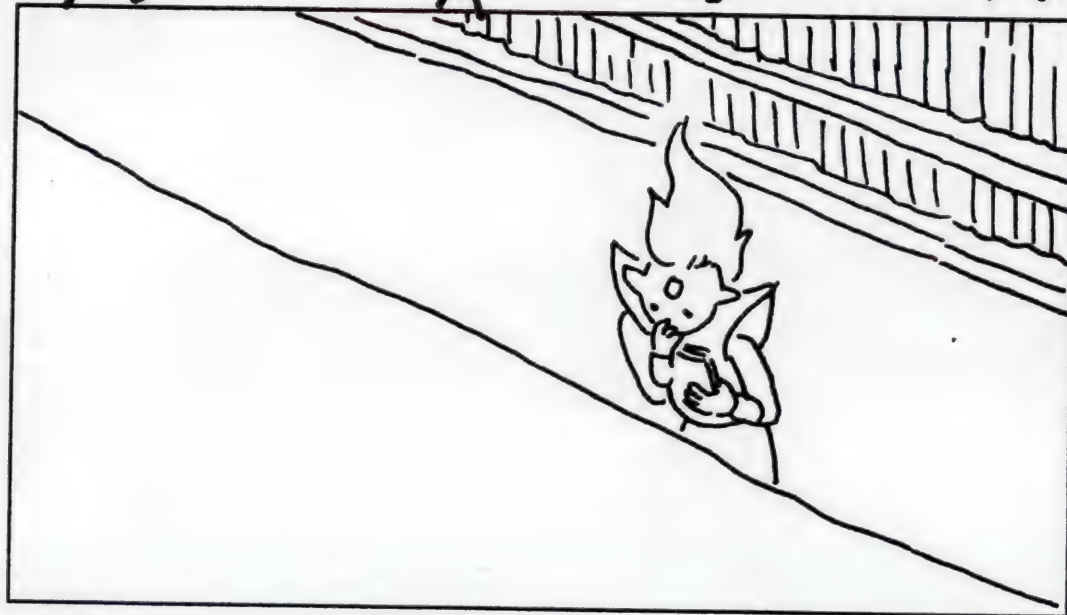
Page 168

Sc. 102

Pnl. A

Bg.

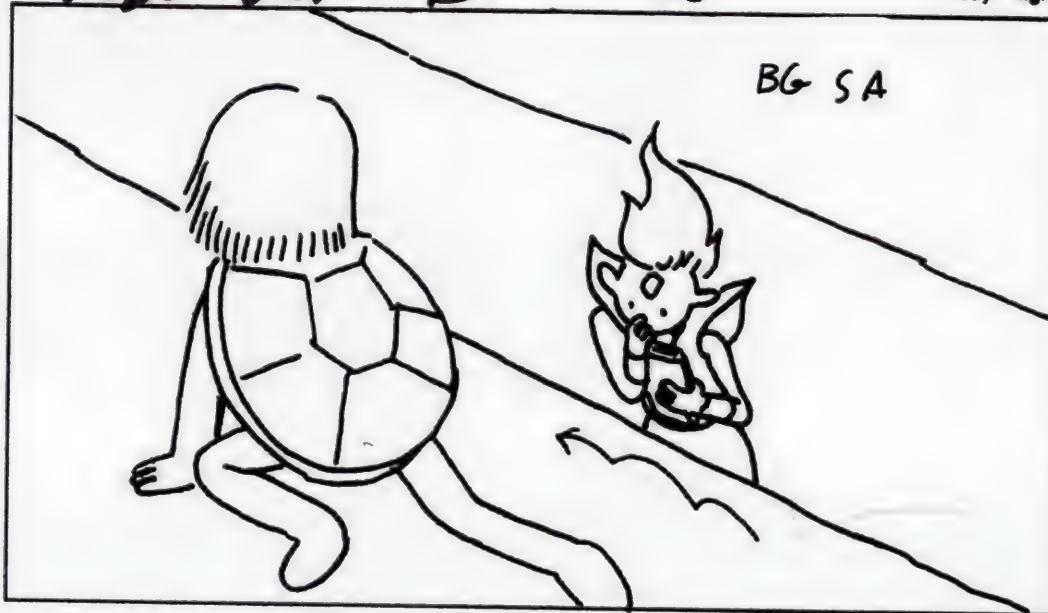
day night



Sc. 102 CONT Pnl. B

Bg.

day night



Dialog:

Sfx:            \* SHFF - SHFF \*

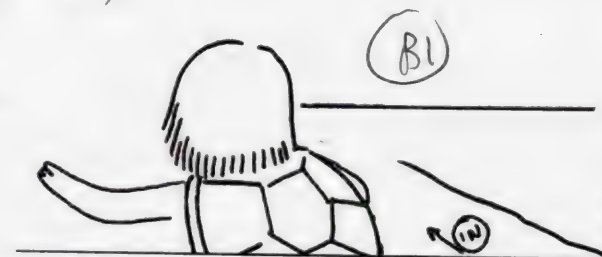
OCT 30 2015

Action:

-FP LOOKS AT BOOK

-TP CRAWLS ON/S

Timing:



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ADVENTURE TIME

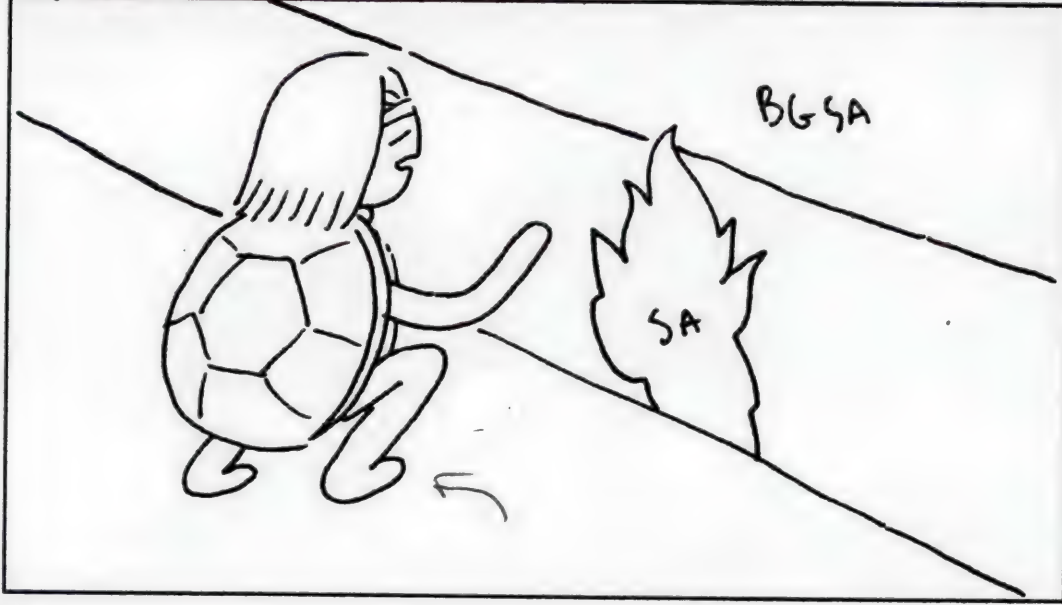


Page 169

Sc. 102 CONT Pnl. C

Bg.

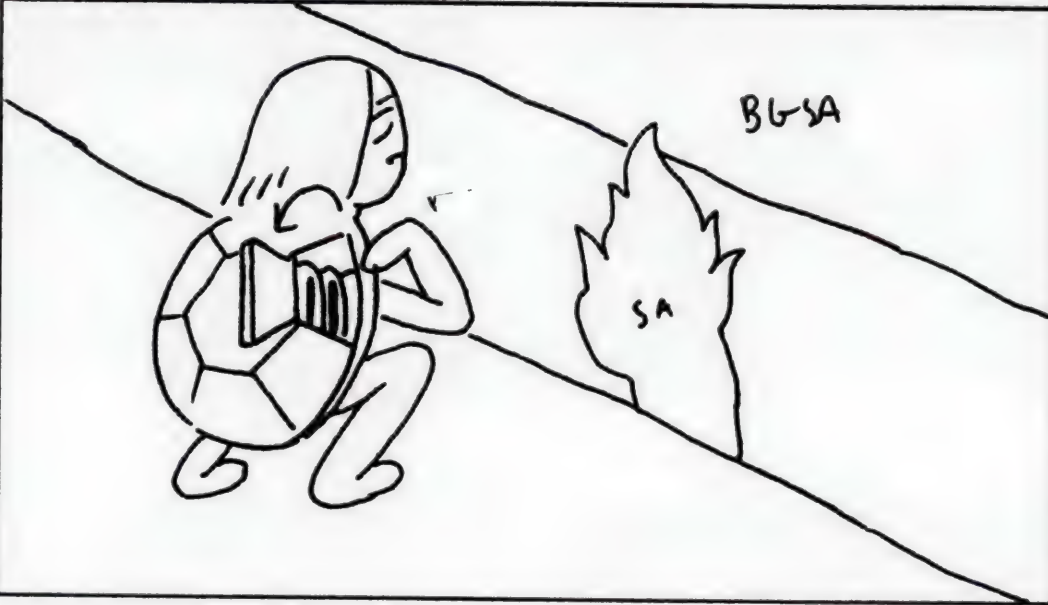
day night



Sc. 102 CONT Pnl. D

Bg.

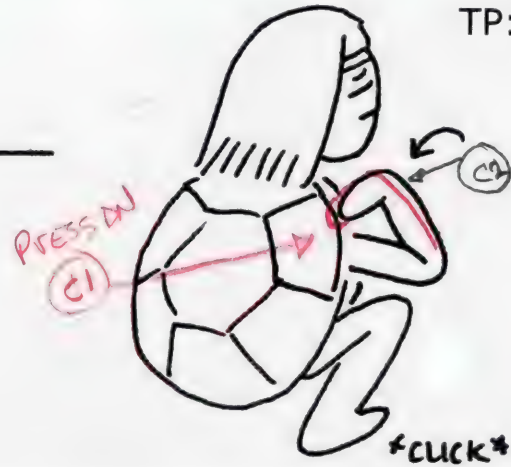
day night



Dialog:

Action:

Timing:



TP: Easy

- TP REACHES INTO SHELL COMPARTMENT.



OCT 30 2015

EPISODE # 1034-237

Production :

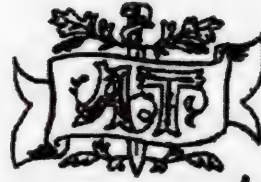
1034/237

1034/237

1034/237

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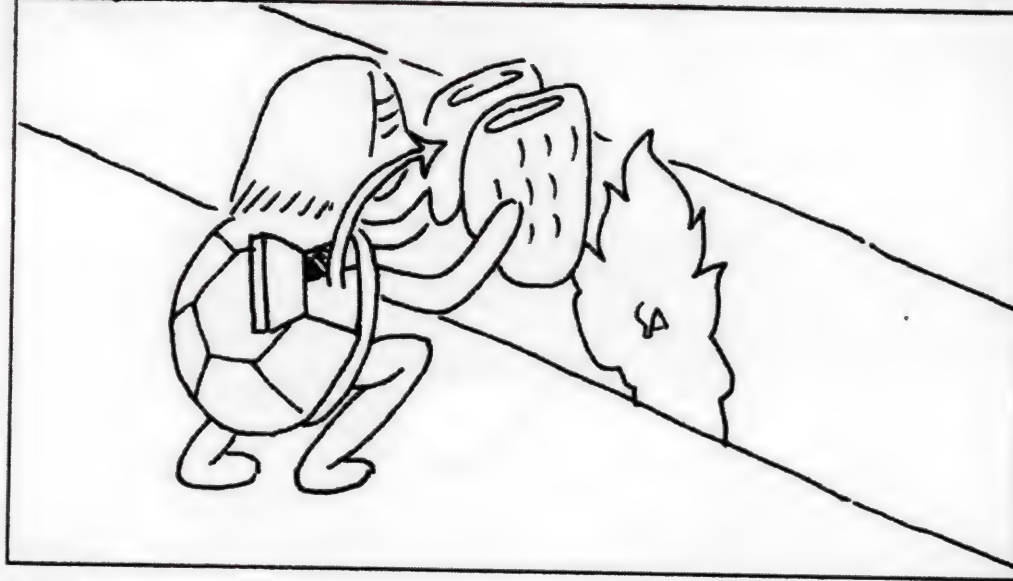
# ADVENTURE TIME



Sc. 102 CONT Pnl. E

Bg.

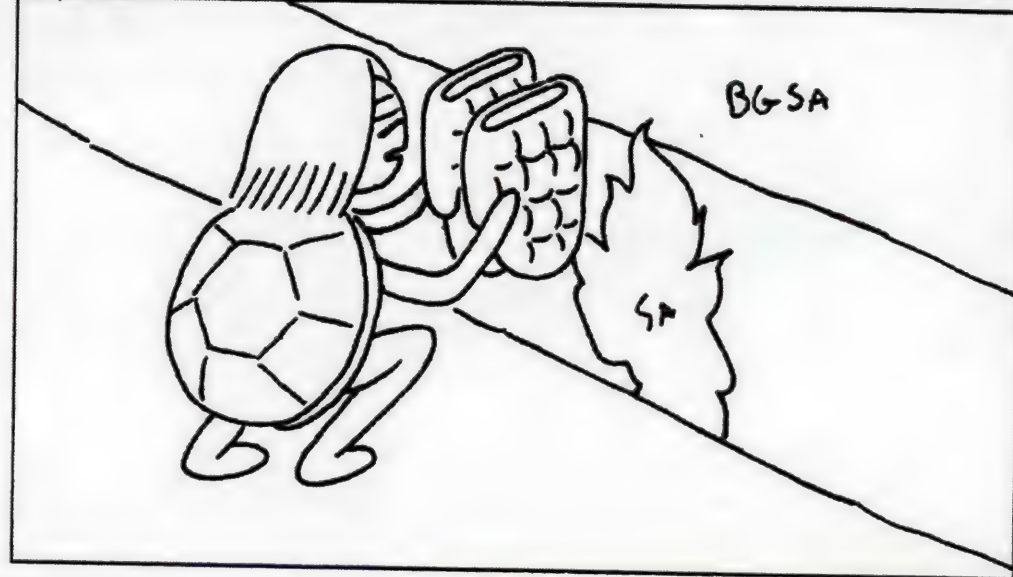
day night



Sc. 102 CONT Pnl. F

Bg.

Page 170  
day night



Dialog:

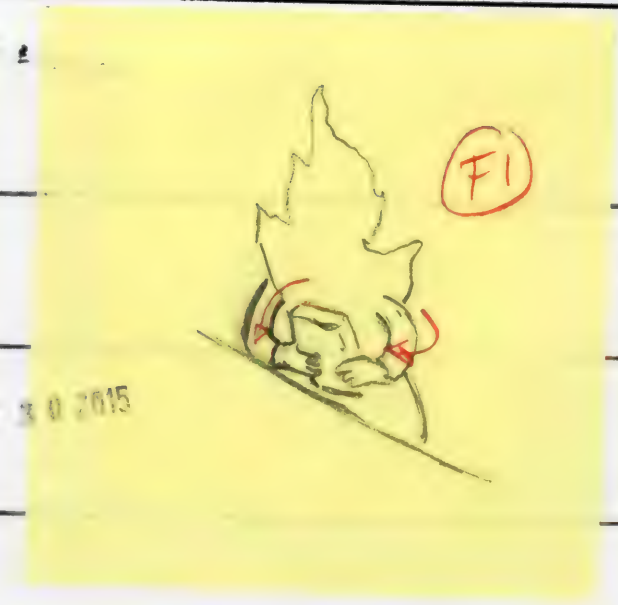
Action: -TP PULLS OUT OPEN MITTS.  
-A, B, C  
LIL' DOOR  
CLOSES

Timing:



ARMS &  
MITTS  
S/A (E)

NOV 30 2015



EPISODE # 1034-237

Production :



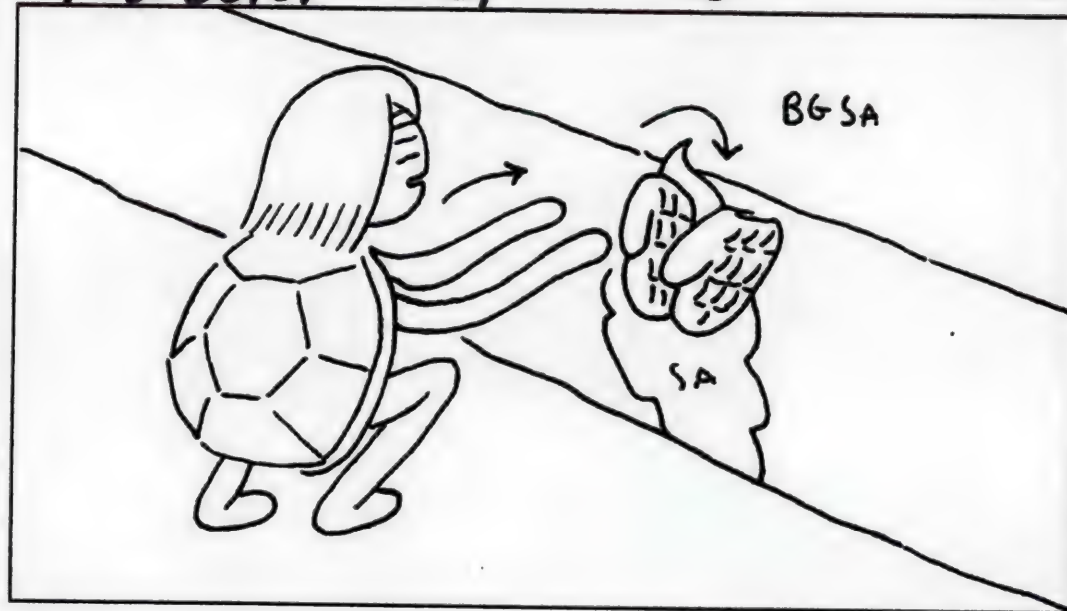
# ADVENTURE TIME



Sc. 102 CONT Pnl. G

Bg.

day night



Sc. 103

Pnl. A

Bg.

Page 171  
day night



Dialog:

TP: UH!

Action:

- TP TOSSES GIVEN MITTS.

Timing:

OCT 30 2015

Production :

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# ADVENTURE TIME



Page 172  
day night

Sc. 103 CONT Pnl. B

Bg.

day night



Sc. 103 CONT Pnl. C

Bg.

day night



Dialog:

SFX: \*FWOOOMP\*

Action:

- MITTS FALL ON/S.

- MITTS BURN UP

OCT 30 2015

Timing:

EPISODE # 1034-237

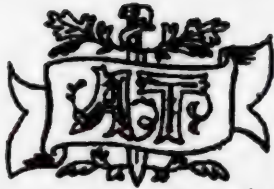
Production :

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1034/237



ADVENTURE TIME



Sc. 103 CONT Pnl. D

Bg.

day night



Sc. 104

Pnl. A

Bg.

Page 173  
day night



Dialog:	(TP) ddduuuhhhh
Action:	
Timing:	OCT 30 2015

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Production :

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1034/237

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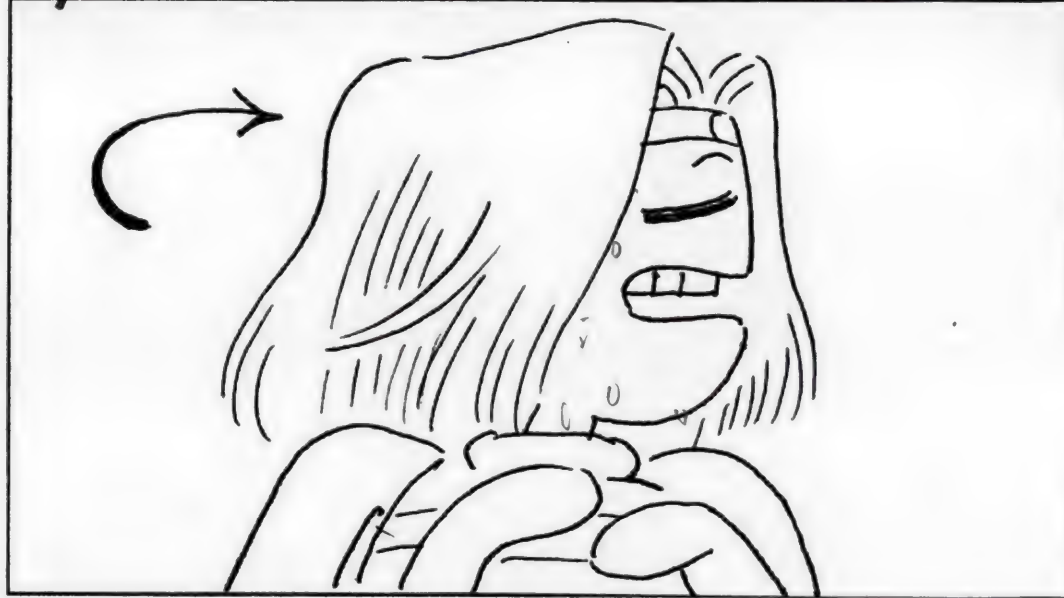
1034/237  
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# ADVENTURE TIME

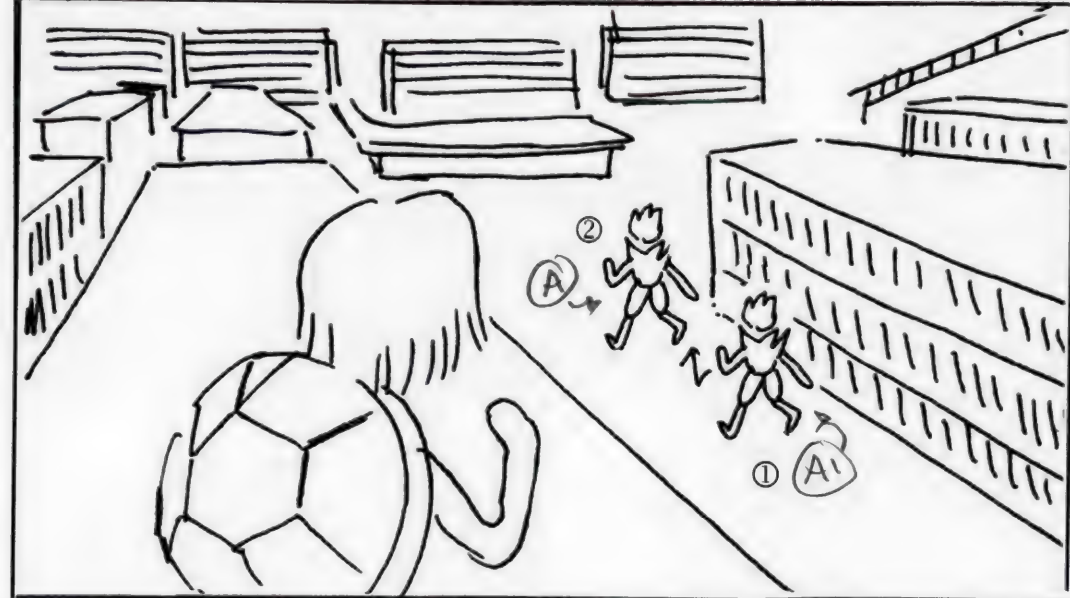


Page **174**  
day night

Sc. **104 cont** Pnl. **B** Bg. day night



Sc. **105** Pnl. **A** Bg. day night



Dialog:

**TP** HUH?

**TP** . . . . .

Action:

-TP TRACKS FP WALKING.

F.P. getting away

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

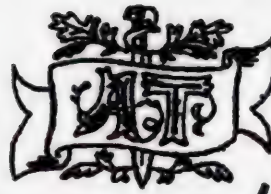
1034/237

1034/237

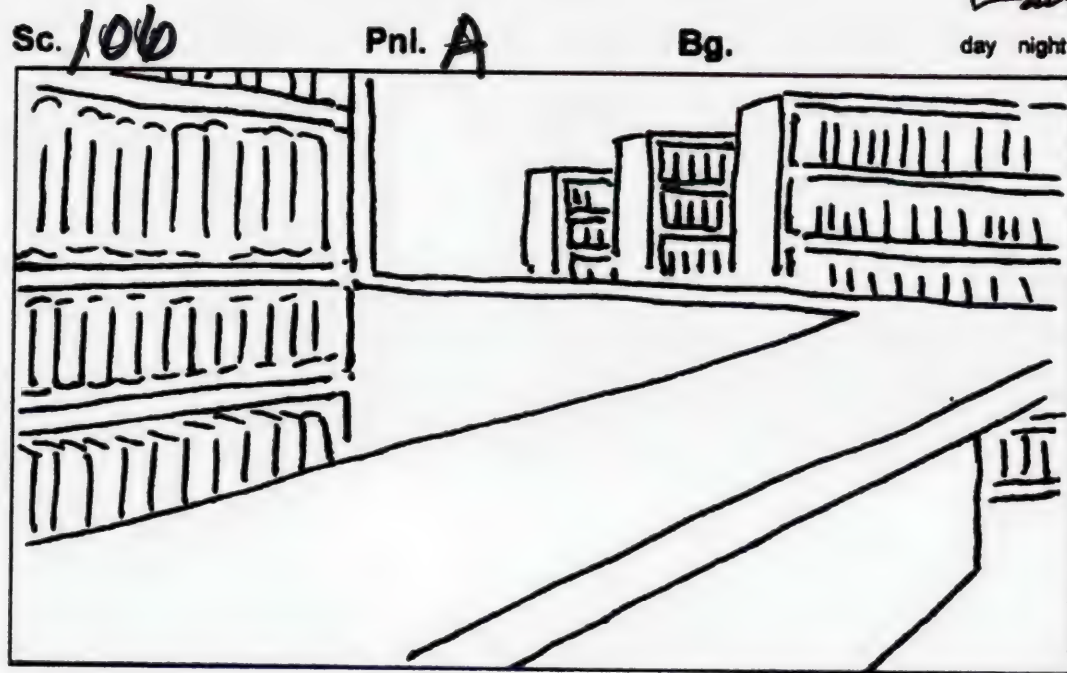
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# ADVENTURE TIME



Page 175  
day night



day night



day night

Dialog:	
Action:	- FP WALKS ON/S WITH BOOK.
Timing:	OCT 30 2010

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Production :

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1034/237

1034/237

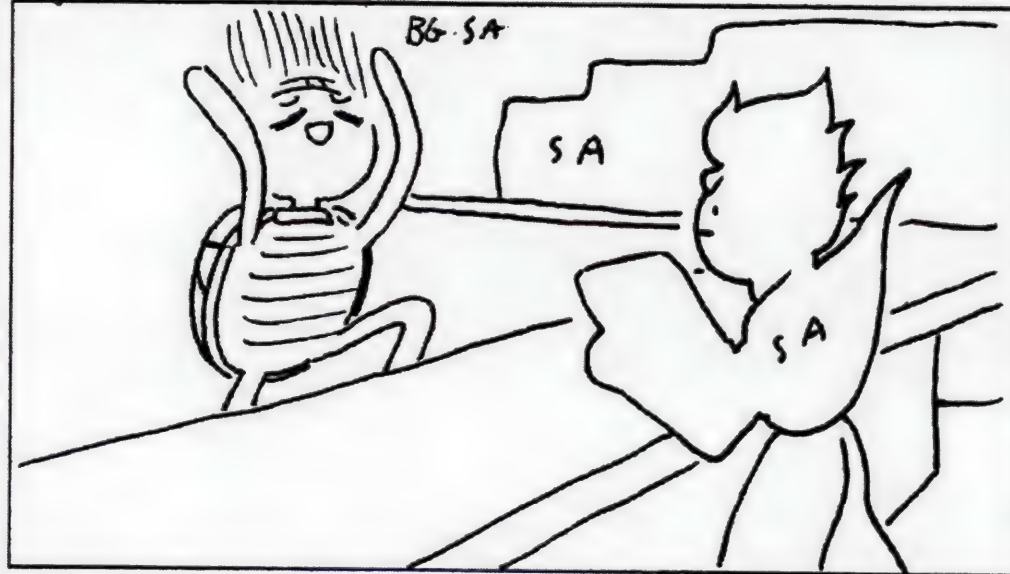
# ADVENTURE TIME



Sc. 106 cont Pnl. C

Bg.

day night



Sc. 106 cont Pnl. D

Bg.

Page 176  
day night



Dialog:

(TP) LEAVING  
YES ????

(FP) Yea, I'll BORROW THIS ONE, PLEASE.

Action:

- TP DROPS ON/S BEHIND COUNTER.

Timing:

OCT 30 2015



EPISODE # 1034-237

Production :

1034/237

1034/237



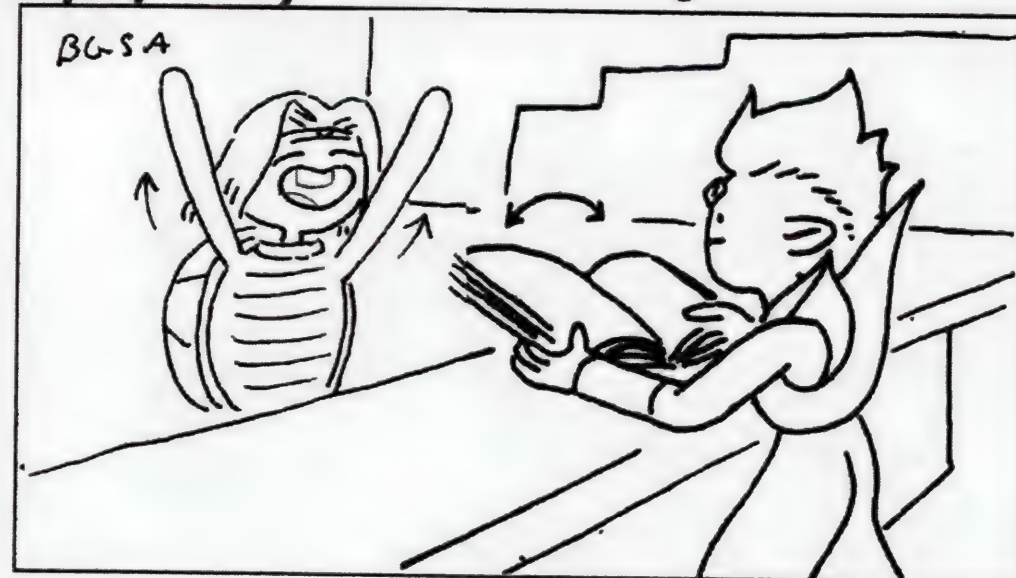
# ADVENTURE TIME



Sc. 106 cont Pnl. E

Bg.

day night



Sc. 107

Pnl. A

Bg.

Page 177  
day night



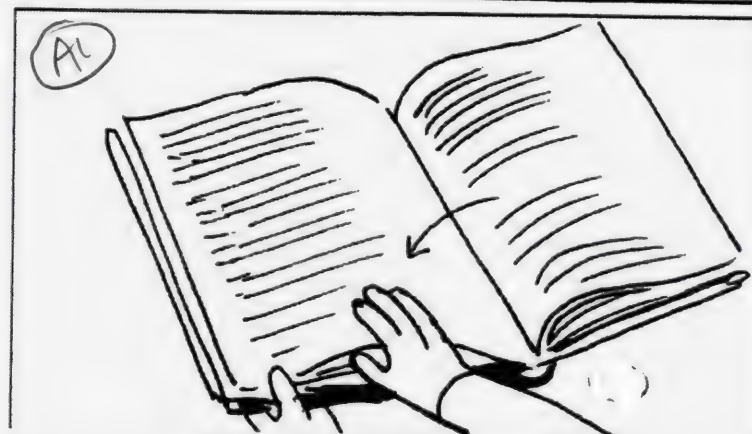
Dialog:

(TP) OF COURSE!!!

(TP) I'LL JUST NEED YOU TO  
O/S SIGN IT OUT

Action:

Timing:



OCT 30 2015

Production :

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EPISODE #

1034/237

1034/237

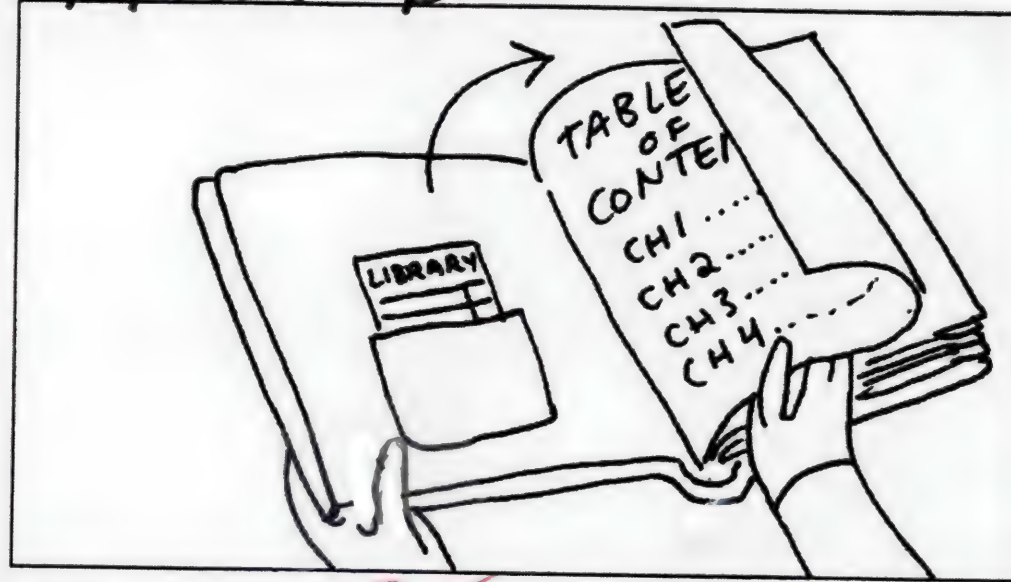
# ADVENTURE TIME



Sc. 107 CONT Pnl. B

Bg.

day night



Sc. 107 CONT Pnl. C

Bg.

Page 178  
day night



Dialog:

SFX: \*SSSSSSSSSS\*

Action:

=FP. TURNS TO PAGES TO REVEAL  
'TABLE OF CONTENTS.'

- PAGES START TO BURN.

OCT 30 2015

Timing:



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1034/237



# ADVENTURE TIME



Sc. 107 CONT Pnl. D

Bg.

day night



Sc. 108

Pnl. A

Bg.

Page 179  
No PG 180  
day night



Dialog:

SFX: SSSSSHHHH

SFX: \* FWOMP \*

Action:

-FIRE SPREADS.

-FIRE IN BOOK FLARES UP.

Timing:

OCT 30 2015

(AI)



Production :

EPISODE # 1034-237

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# ADVENTURE TIME



Page 181

Sc. 108 *CONT* Pnl. B

Bg.

day night



Sc. 108 *CONT* Pnl. C

Bg.

day night



Dialog:

FP+TP: AAAAAH!!  
(TOGETHER)

Action:

...

Timing:



SFX: \* WHAM \*

A, B  
-TP CLOSSES BOOK



OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237



# ADVENTURE TIME



Page 182

Sc. 112 Pnl. A Bg. day night



Sc. 112 CONT Pnl. B Bg. day night



Dialog:

(TP) I'M SORRY!

(TP) I HAVE A DUTY TO SERVE  
THE LIBRARY'S PATRONS...

Action:

Timing:

OCT 30 2015

Production :

EPISODE #

1034-237

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1034/237

# ADVENTURE TIME



Sc. *112 cont* Pnl. *C*

Bg.

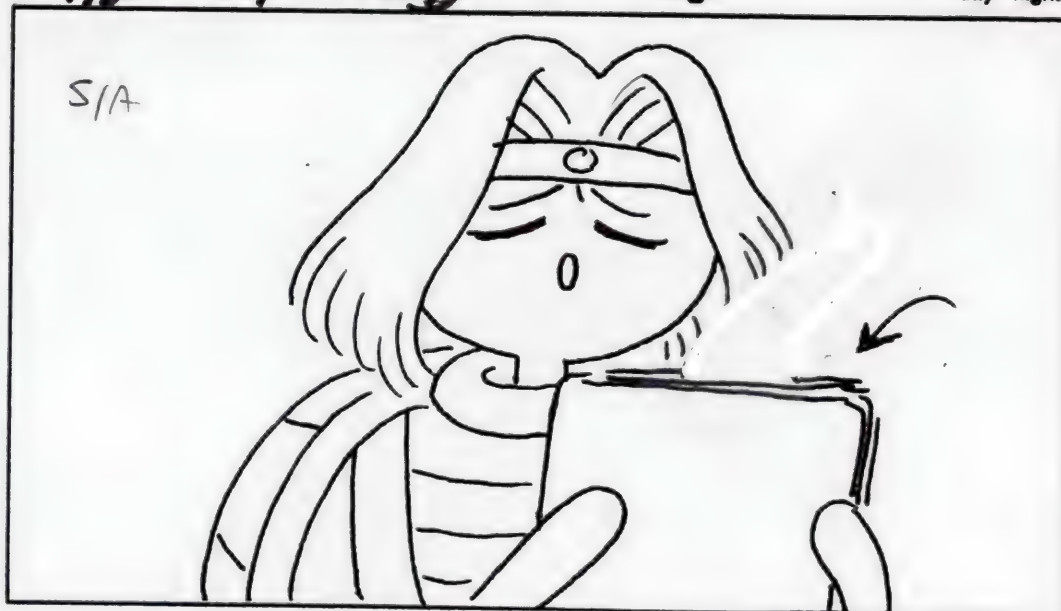
day night



Sc. *112 cont* Pnl. *D*

Bg.

day night



Dialog:

*(TP) B-BUT I'M ALSO SWORN--*

*(TP) TO PROTECT THE BOOKS!*

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

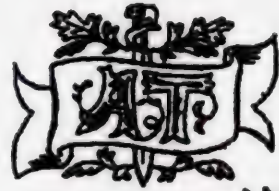
1034/237

1034/237

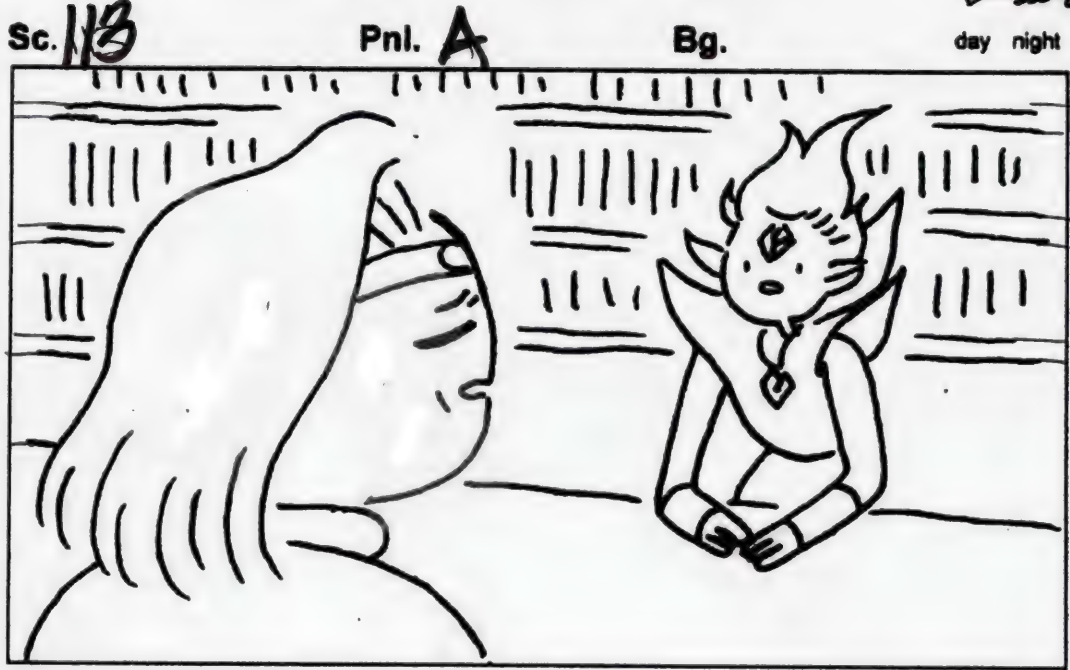
1034/237



ADVENTURE TIME



Page 104



Dialog:	(TP) I CANT IN GOOD CONSCIENCE --	(TP) LET YOU TAKE IT HOME...
Action:	-FP LOOKS SHEEPISH	
Timing:	OCT 30 2015	

EPISODE # 1034-237

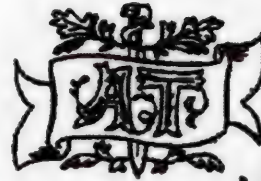
Production :

1034/237

1034/237

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# ADVENTURE TIME



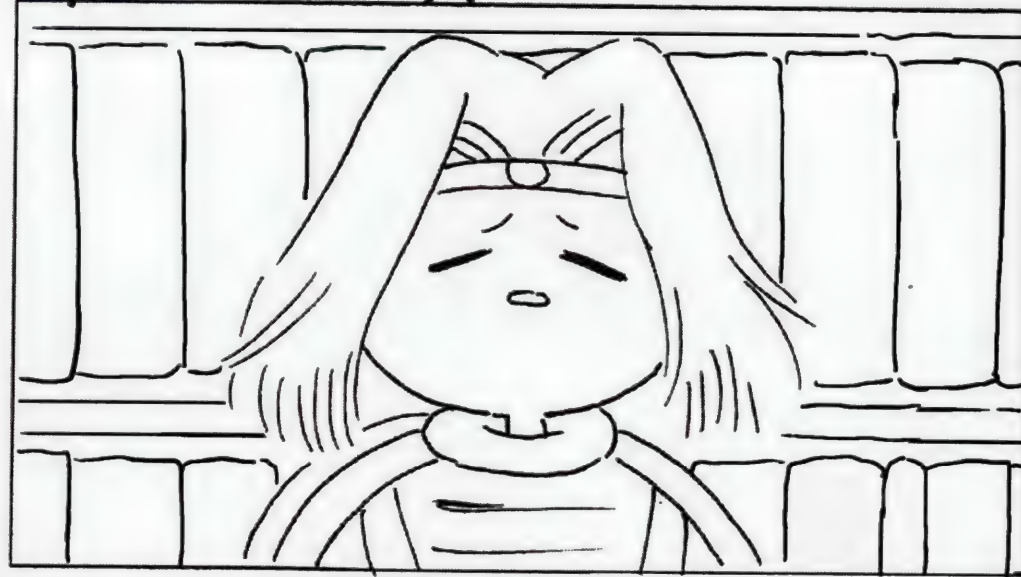
Page **185**

Sc. **114**

Pnl. **A**

Bg.

day night



Sc. **114 CONT** Pnl. **B**

Bg.

day night



Dialog:

**(TP) BUT...**

**(TP) MAYBE I COULD...**

Action:

OCT 30 2015

Timing:

EPISODE # **1034-237**

Production :

**1034/237**

**1034/237**

**1034/237**



# ADVENTURE TIME

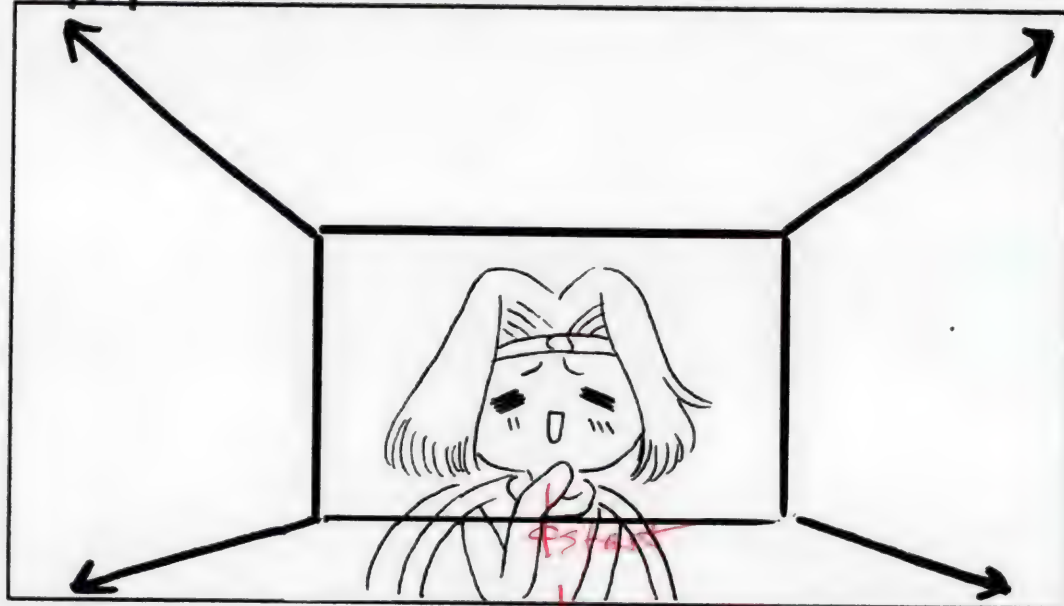


Page **186**

Sc. **114 CONT** Pnl. **C**

Bg.

day night



Sc. **114 CONT** Pnl. **D**

Bg.

day night



Dialog:

**(TP)** READ THIS BOOK  
TO YOU?

Action:

-TRUCK OUT

(KIRA-KIRA GLITTER)

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

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1034/237

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# ADVENTURE TIME



NO SC 116

Sc. 115

Pnl. A

Bg.

day night



Sc. 115 CONT

Pnl. B

Bg.

Page 187

day night



Dialog:

(FP) Listen...

Action: - FP IS EMBARRASSED.

Timing:



(FP) I just came in here to use the bathroom, eh

-FP RUBS THE BACK OF HIS HEAD.

OCT 30 2015

EPISODE # 1034-237

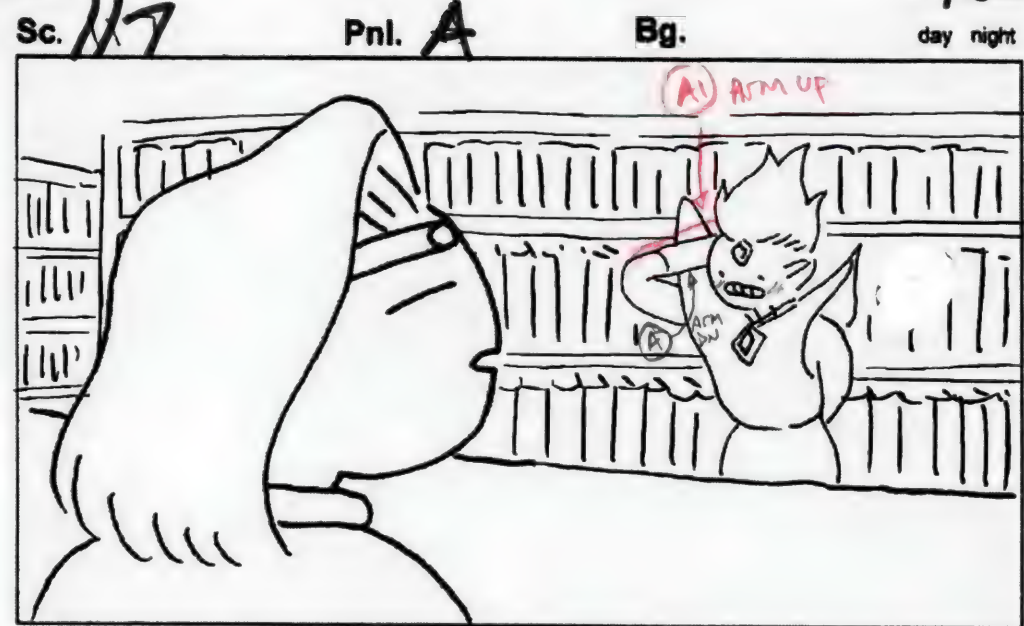
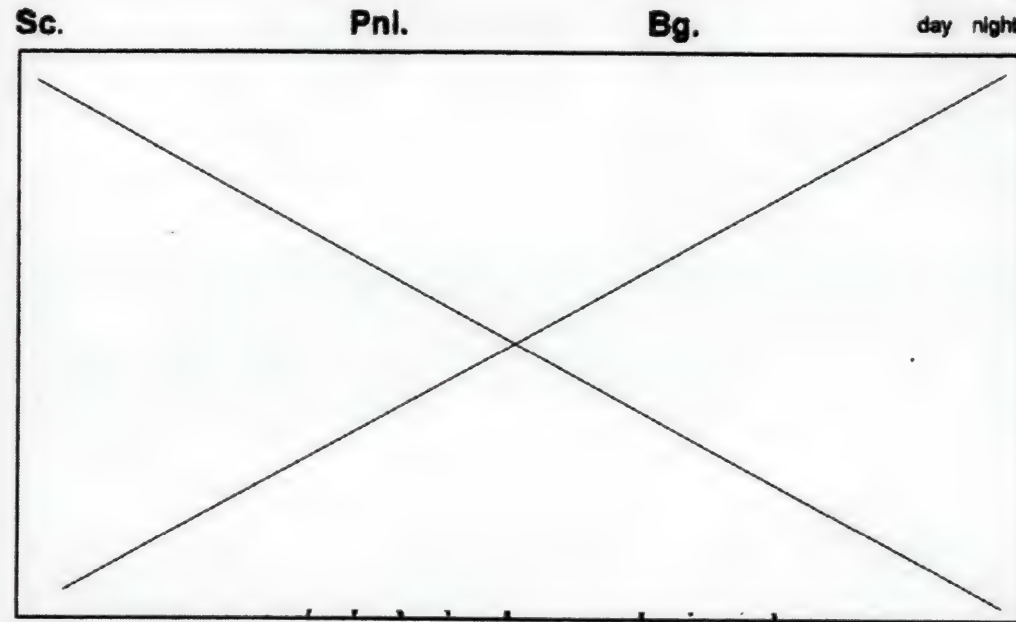
Production :



# ADVENTURE TIME



Page **188**



Dialog:	<p><b>(FP)</b> I THOUGHT YOU HAD TO LIKE, CHECK OUT A BOOK FIRST TO PEE ?</p>
Action:	
Timing:	



EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

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# ADVENTURE TIME



Page **189**  
day night

Sc. **117 CONT** Pnl. **B**

Bg.

day night



Sc. **117 CONT** Pnl. **C**

Bg.

day night



Dialog:

(FP) ACTUALLY ...

(TP) HHHHH---

F.P- I DONT EVEN HAVE A Library Card

Action:

- TP MAKES A STRANGE NOISE

- FP LOOKS UP.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237



# ADVENTURE TIME

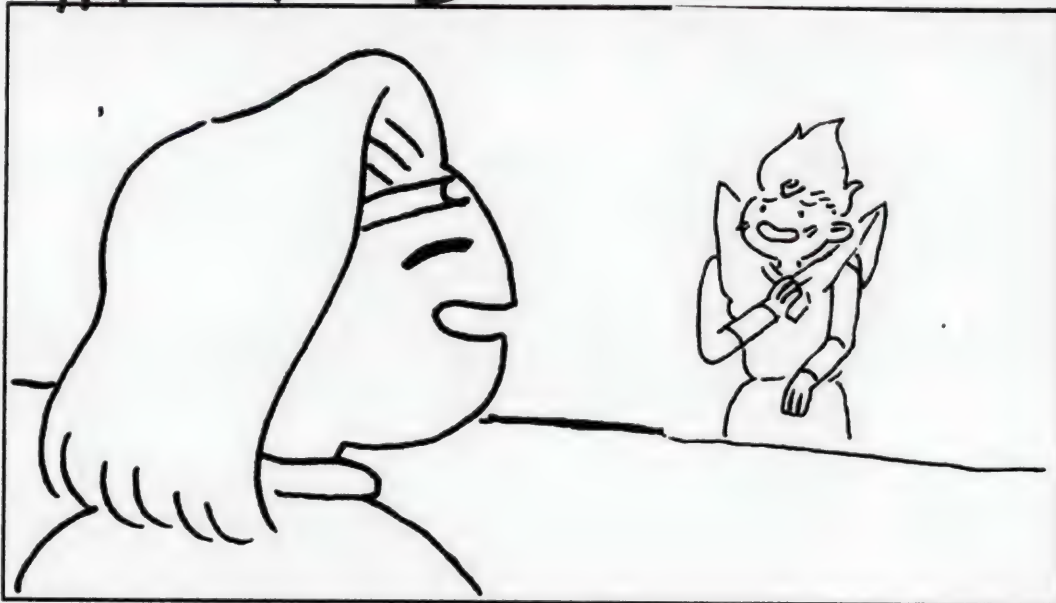


Page **190**  
day night

Sc. **117 CONT** Pnl. **D**

Bg.

day night

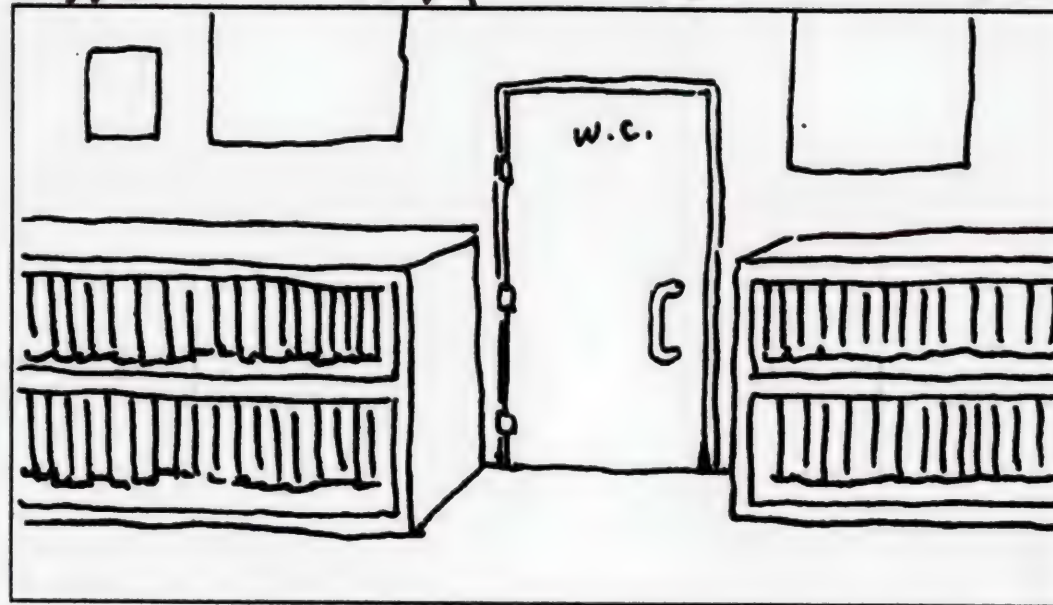


Sc. **118**

Pnl. **A**

Bg.

day night



Dialog:

**(TP)** MA HA HA HA H!

**(FP)** HEE .. HEEHEHEE ...

Action:

- TP STARTS LAUGHING

- TP JOINS IN

- BATHROOM DOOR EXT.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 118 cont Pnl. B Bg. day night

**Dialog:**

SFX \* BURNING \*

SFX \* SSSSSSSSSHHHH \*

**Action:**

(STEAM)  
AROUND DOOR'S EDGES

OCT 30 2015

**Timing:**

EPISODE # 1034-237

Production :

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# ADVENTURE TIME

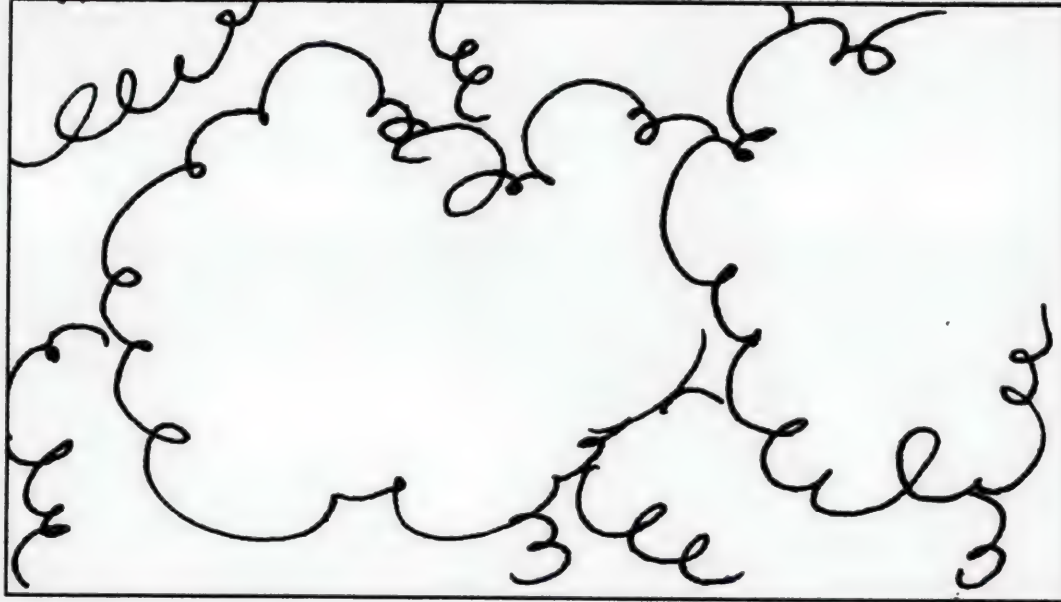


Page **192**  
day night

Sc. **118 CONT** Pnl. **D**

Bg.

day night



Sc. **119**

Pnl. **A**

Bg.

day night



Dialog:

SFX: \* SHHHHH \*

Action:

- STEAM FILLS SCREEN.

- STEAM TURNS INTO CLOUDS IN  
A STARRY SKY.

OCT 30 2015

Timing:

1034-237

EPISODE #

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Production :

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# ADVENTURE TIME



Page **193**  
day night

Sc. **119 CONT**

Bg.



**A** start

vert  
PAN  
↓

**B** stop

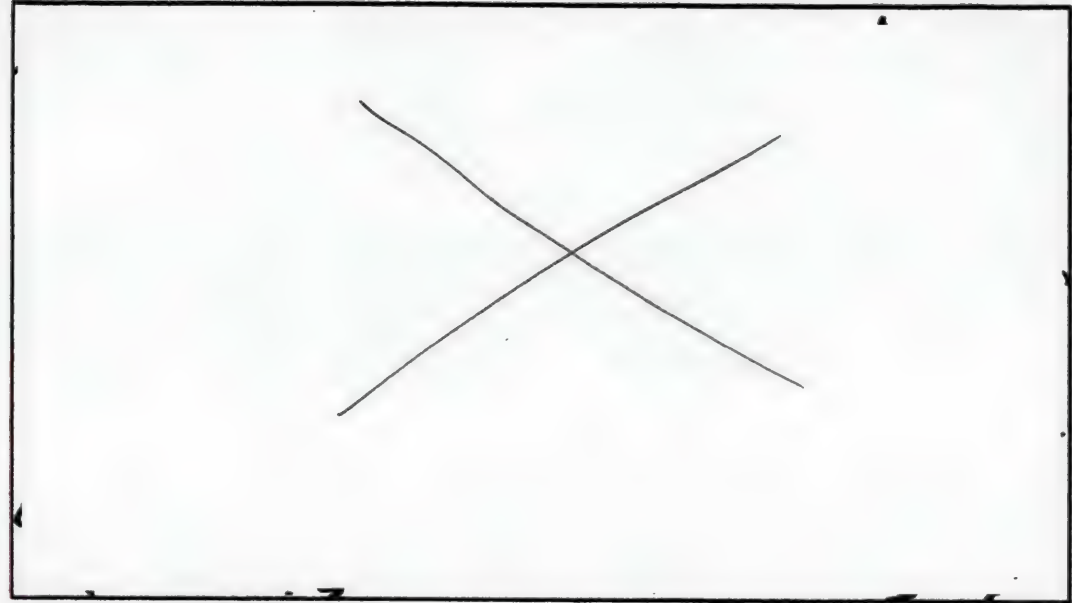
day night

Sc.

Pnl.

Bg.

day night



-PAN DOWN TO FOREST FLOOR

OCT 30 2015

EPISODE # 1034-237

Production :

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1034/237



# ADVENTURE TIME



Page **194**  
day night

Sc. **119 CONT** Pnl. **C**

Bg.

day night



Sc. **119 CONT** Pnl. **D**

Bg.

day night



Dialog:

**(LSP)** (LABORED BREATHING)  
HUFF HUFF HUF

**(LSP)** H H H COUGH COUGH!

ML: Lumpy Space Prince!

Action:

- LSP FLOAT-RUNS ON/S.

- LSP WEAVES THRU TREES.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

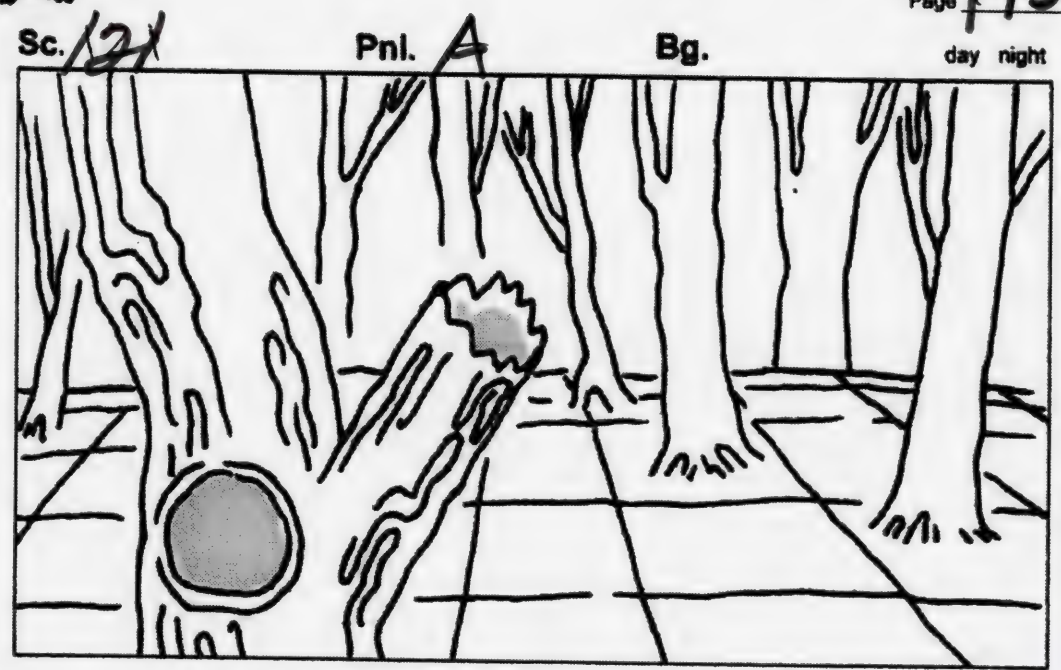
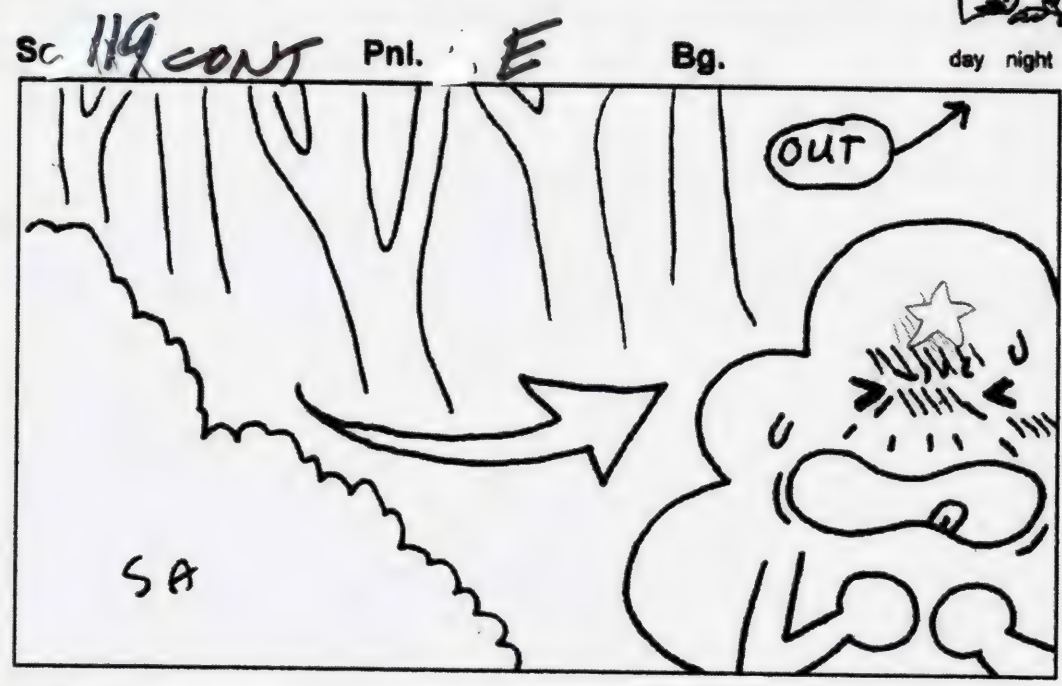
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# ADVENTURE TIME

NO  
SC  
120



Page 195



Dialog:	<p>(LSP) Cough cough !!!</p>
Action:	<p>- LSP swoops off/s.</p>
Timing:	<p>OCT 30 2015</p>

EPISODE # 1034-237

Production :

1034/237

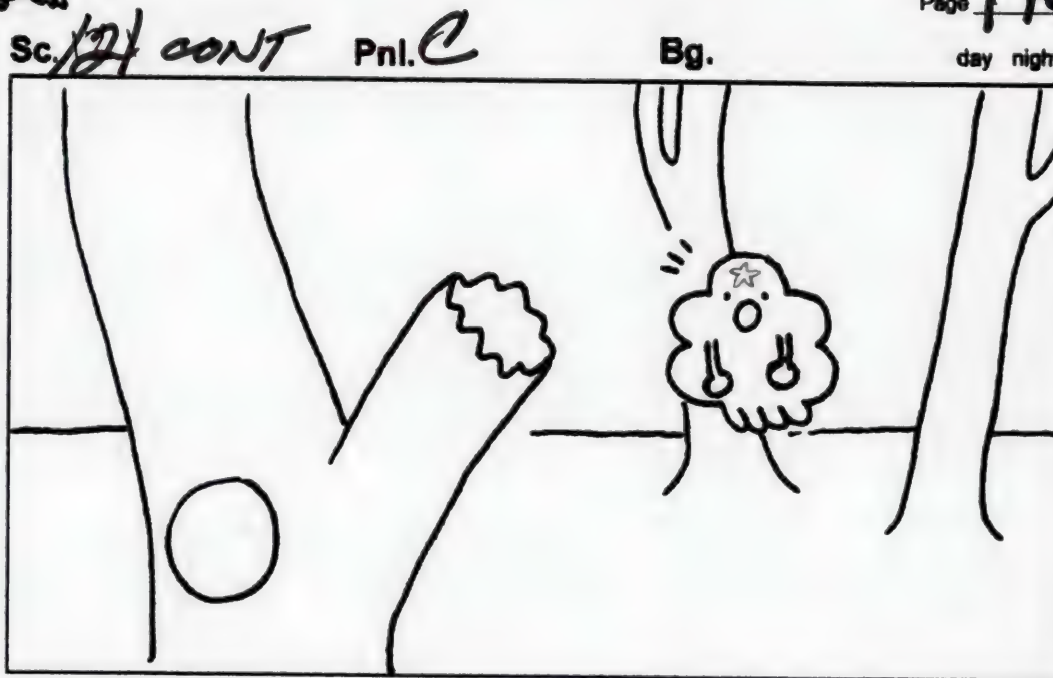
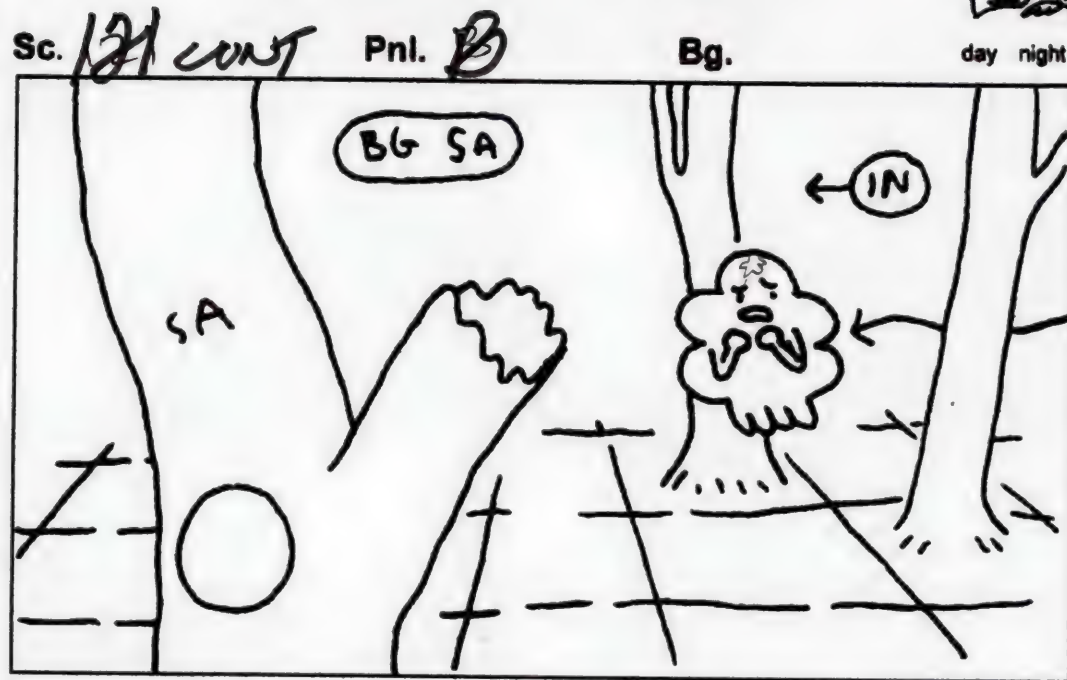
1034/237



# ADVENTURE TIME



Page 196  
day night



Dialog:

LSP: cough cough

(LSP) uuuuuuu

Action:

- LSP FLOATS AWAY.

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

# ADVENTURE TIME

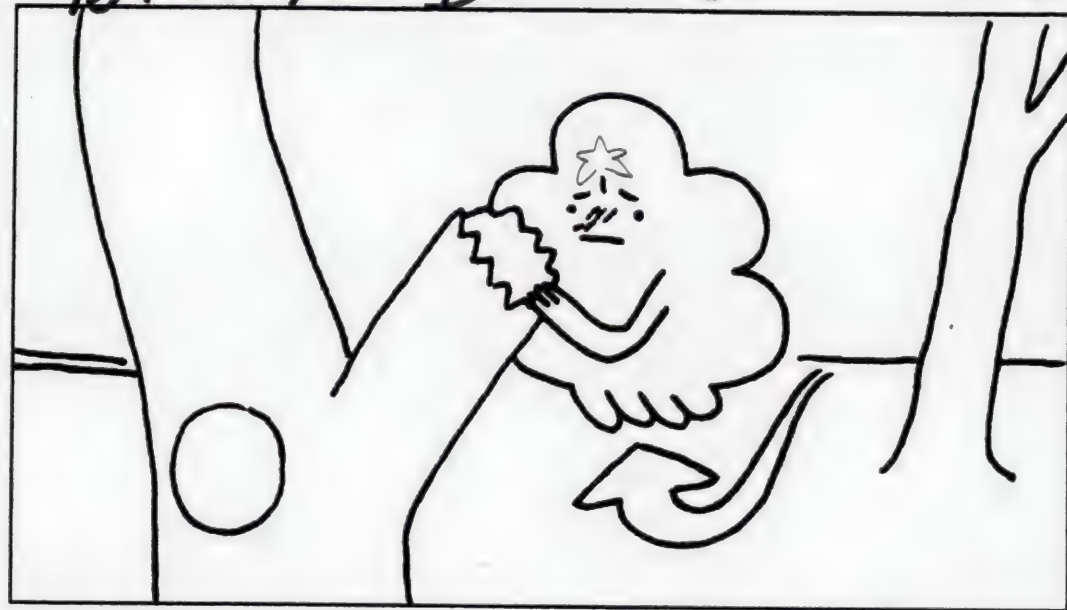


Page **197**

Sc. **121 CONT** Pnl. **D**

Bg.

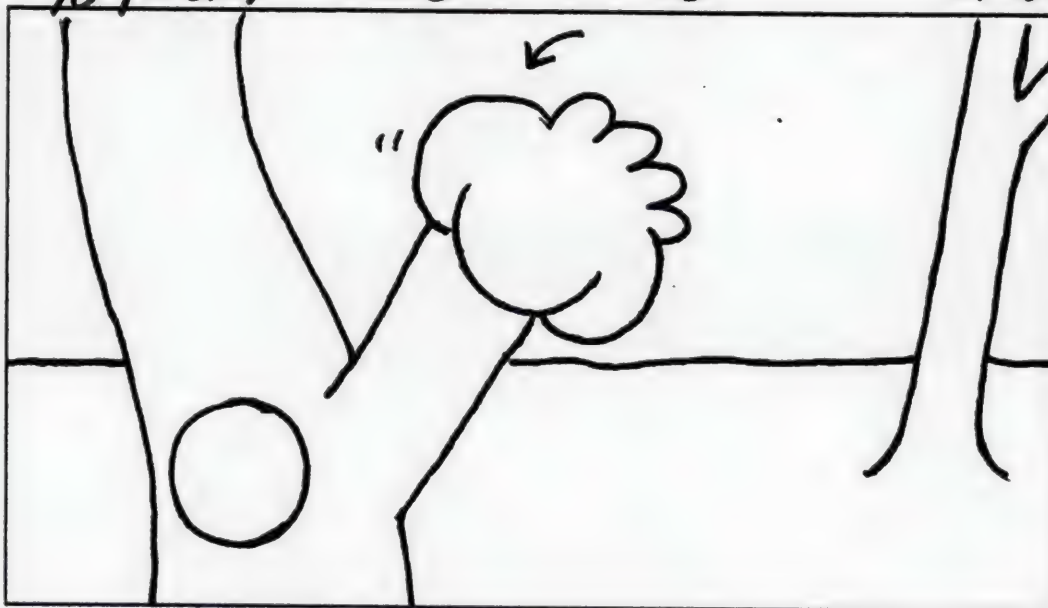
day night



Sc. **121 CONT** Pnl. **E**

Bg.

day night



Dialog:

SFX: THOUMP

Action:

- LSP FLIES UP TO BROKEN BRANCH.

- LSP WEDGES INTO HOLE.

Timing:

OCT 30 2013

Production :

EPISODE # 1034-237

1034/237

1034/237

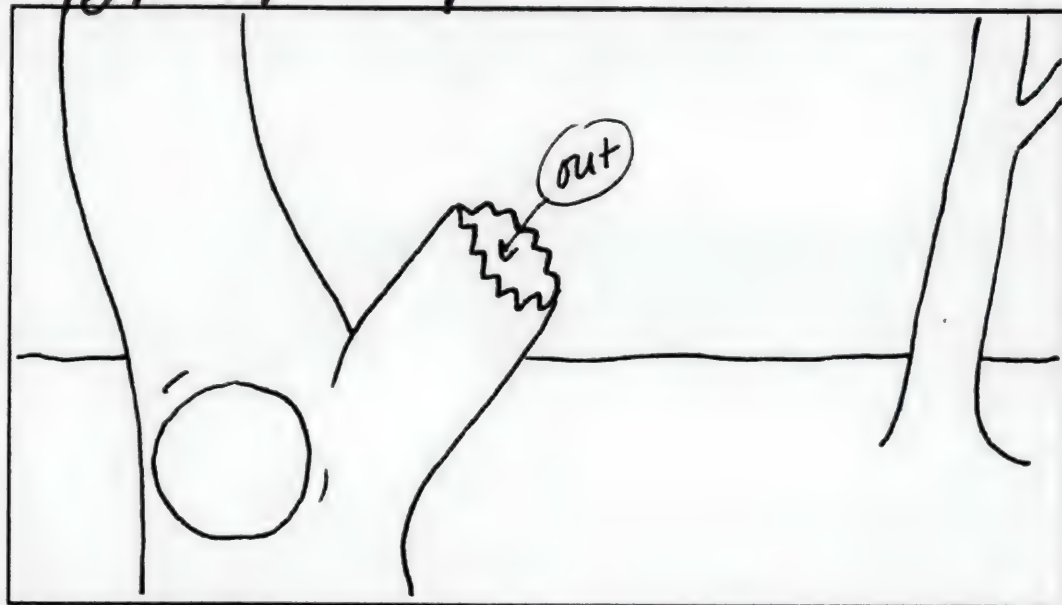


# ADVENTURE TIME

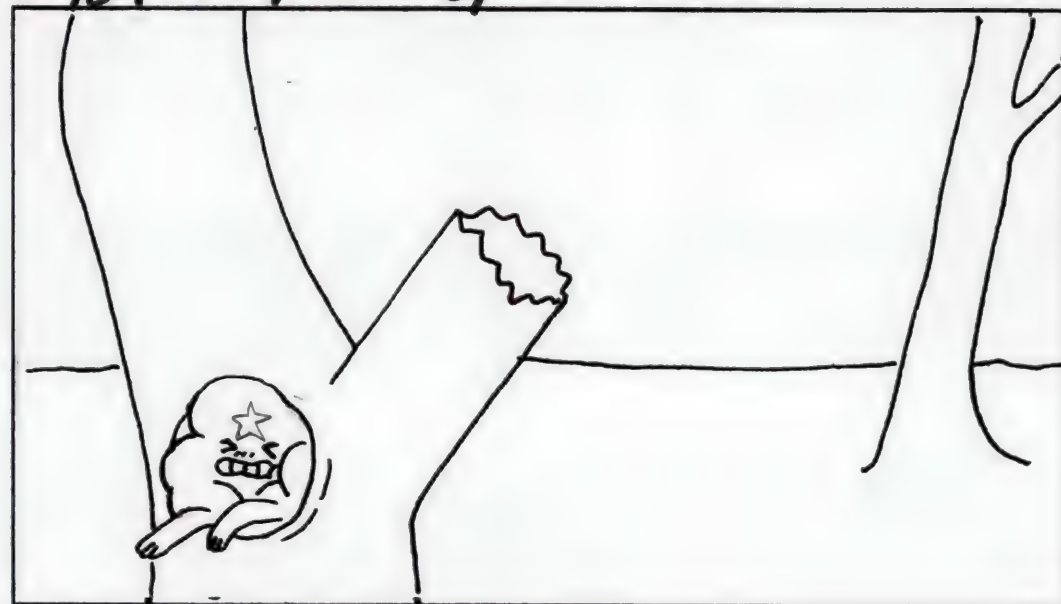


Page **198**

Sc. **121 CONT** Pnl. **F** Bg. day night



Sc. **121 CONT** Pnl. **G** Bg. day night



Dialog:

LSP: [STRAIN]

Action:

LSP SQUEEZES IN

AND APPEARS VERY  
SQUISHED IN THE  
TREE HOLE..

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

# ADVENTURE TIME

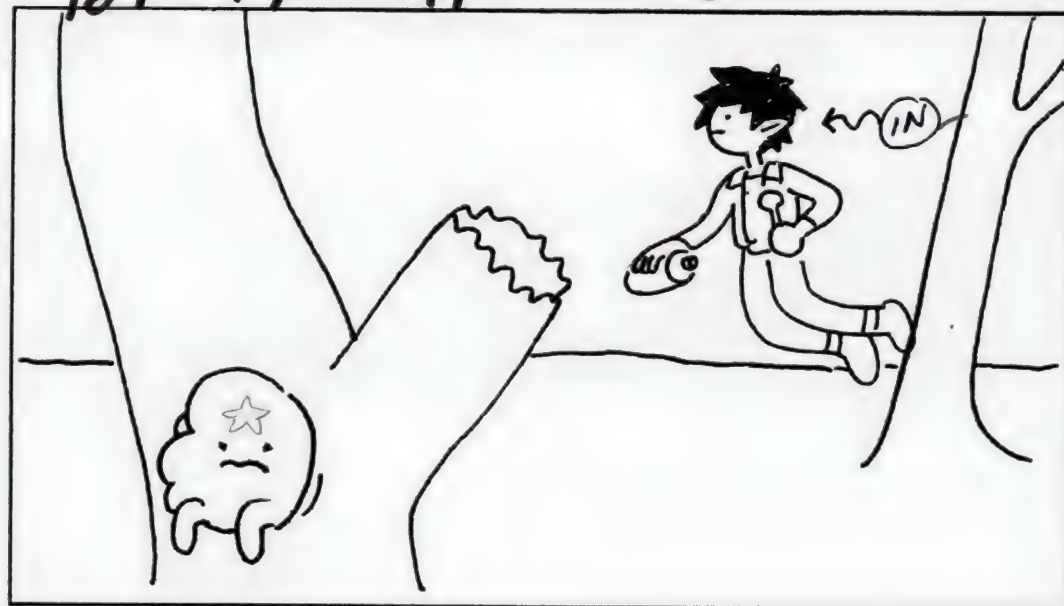


Page **199**

Sc. **121 cont** Pnl. **H**

Bg.

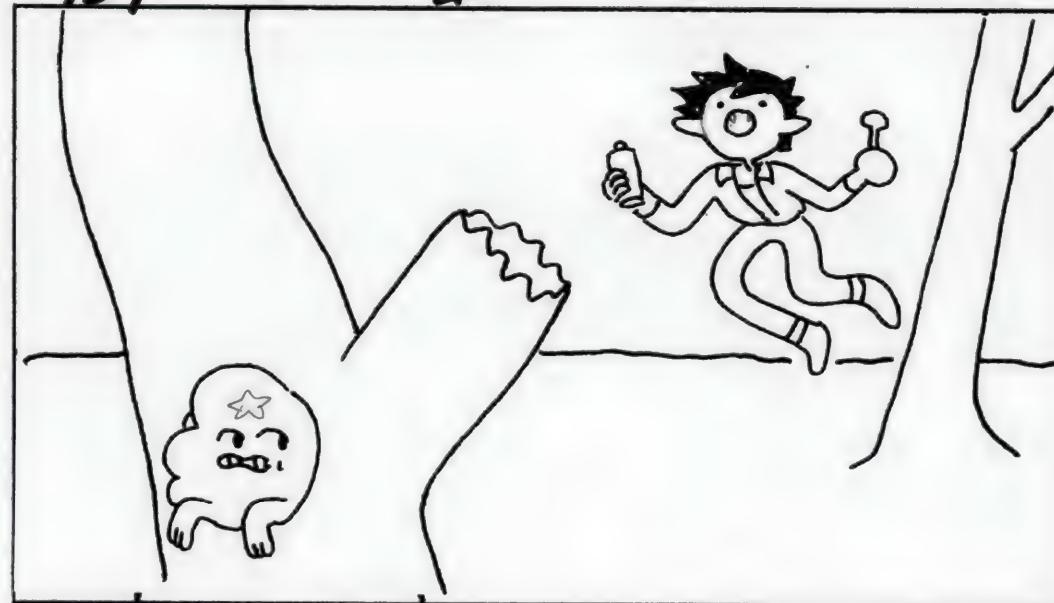
day night



Sc. **121 cont** Pnl. **I**

Bg.

day night



Dialog:

SFX: \*THMP\*

(ML) WIMPY SPAAAAACE  
PRINCE!!!

Action:

-ML FLOATS ON/S.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237



# ADVENTURE TIME



Page **300**  
day night

Sc. **121 CONT** Pnl. **J**

Bg.

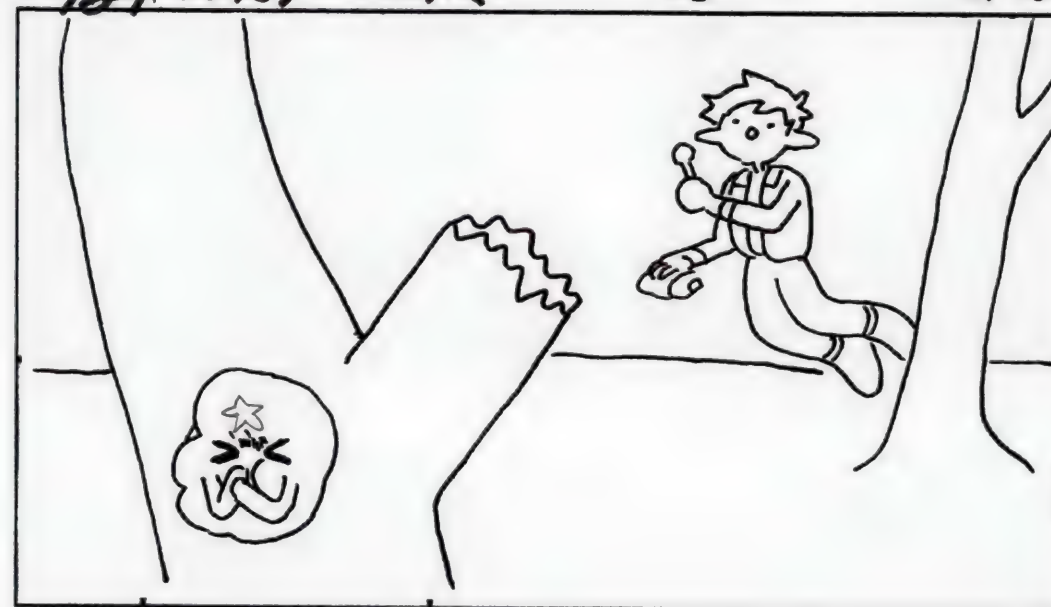
day night



Sc. **121 CONT** Pnl. **K**

Bg.

day night



Dialog:

(LSP) (cough)

Action:

-LSP TRIES TO STIFLE COUGH

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

# ADVENTURE TIME



Sc. 121 CONT Pnl. L

Bg.

day night



Sc. 121 CONT Pnl. M

Bg.

day night



Dialog:

(ML) COME ON, YOU'VE BEEN COUGHING FOR FIVE DAYS!

Action:

- ML FLIES TO HOLE

Timing:



(ML) JUST TAKE ONE TABLESPOON

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237



# ADVENTURE TIME



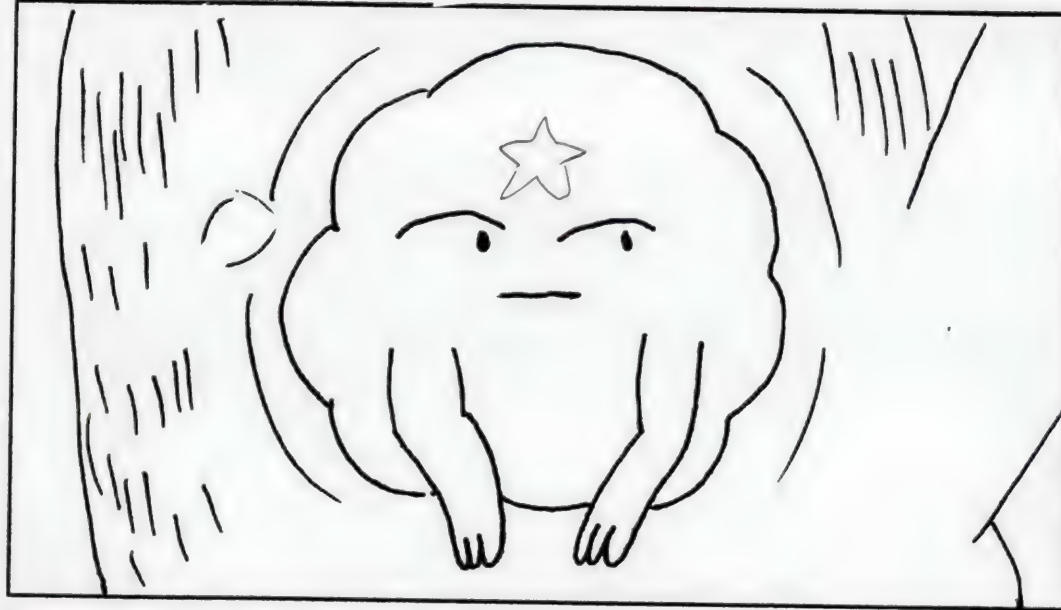
Page 202

Sc. 122

Pnl. A

Bg.

day night



Sc. 122 *CONT* Pnl. B

Bg.

day night



Dialog:

(LSP) (DISGUISED VOICE)  
UH.. BUMPY SPACE  
PRINCE?

Action:

Timing:

(LSP) NO THERE'S UH...

(AL)



OCT 30 2015

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Production :

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# ADVENTURE TIME



Page 203

Sc. 123

Pnl. A

Bg.

day night



Sc. 123 cont Pnl. B

Bg.

day night



Dialog:

(LSP) (O/S)  
NO ONE HERE BY THAT  
NAME --

(ML) (CUTTING OFF LSP)  
THEN WHO 'M I TALKING  
TO ???

Action:

Timing:

OCT 30 2015

Production :

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1034/237

1034/237

1034/237



# ADVENTURE TIME



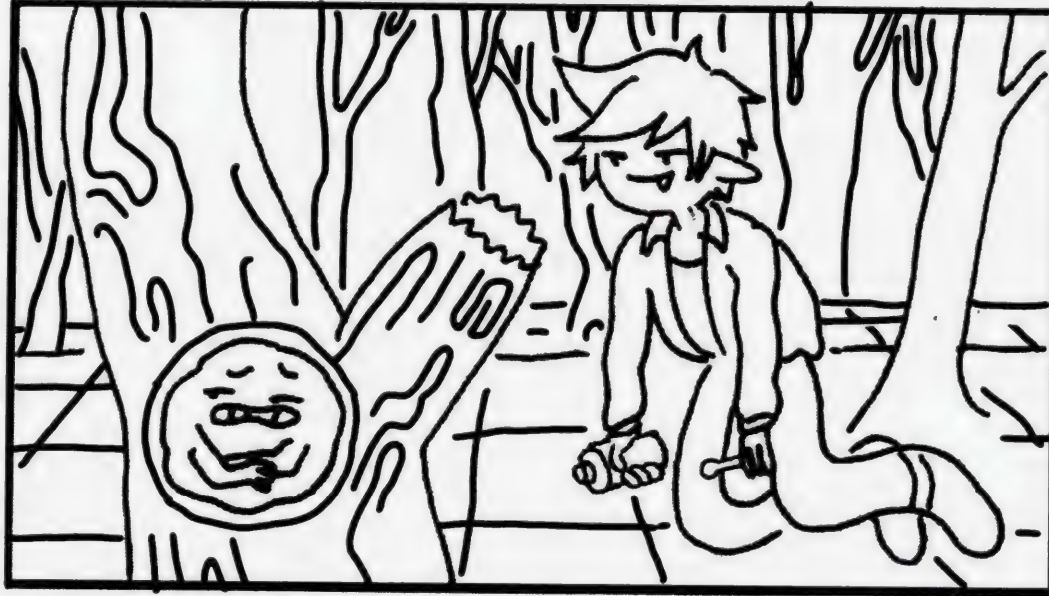
Page 204

Sc. 124

Pnl. A

Bg.

day night



Sc. 124 cont

Pnl. B

Bg.

day night



Dialog:

(LSP) UUH THIS IS  
ELLUUUHHSSJJJ  
JAH JACK ???

Action:

- ML folds arms

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

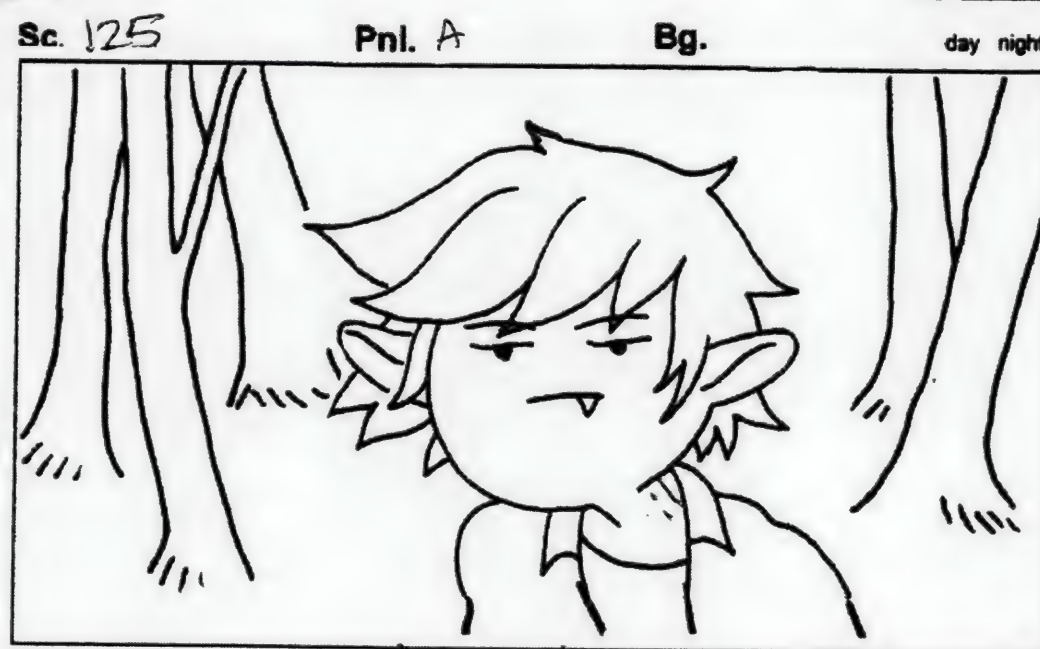
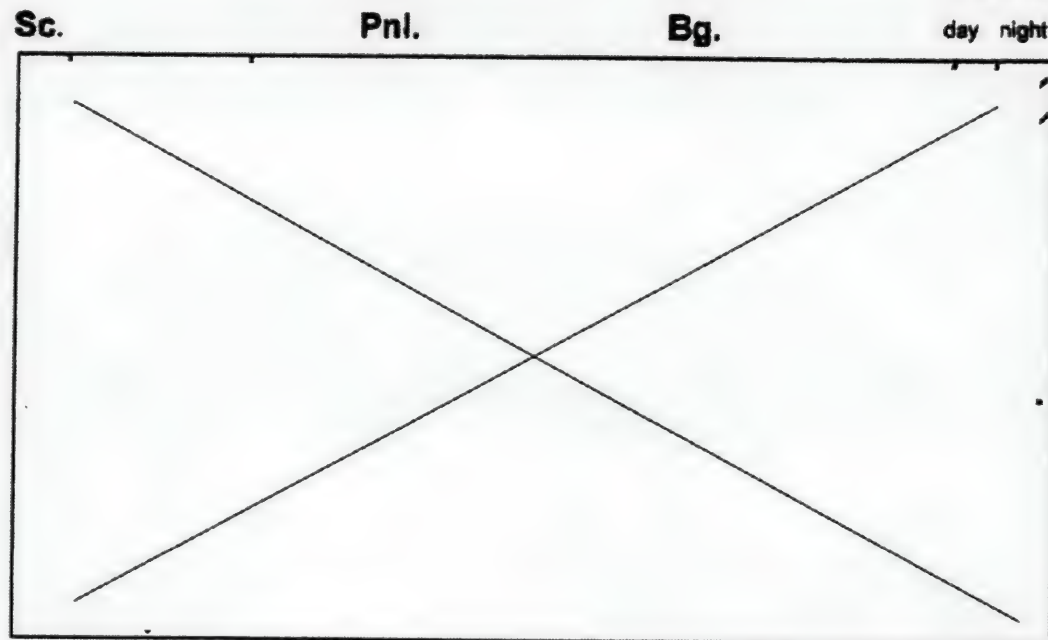
1034/237

1034/237

# ADVENTURE TIME



Page 205



Dialog:	(LSP) (o/s) *COUGH COUGH HAAACK* MOVE ALONG NOW.. MOVE ALONG - *COUGH*
Action:	OCT 30 2015
Timing:	

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Production :

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1034/237

1034'237



# ADVENTURE TIME



Page 200

Sc. 125 *CONT* Pnl. B

Bg.

day night



Sc. 125 *CONT* Pnl. C

Bg.

day night



Dialog:

(ML) HM...

(ML) WELL IF YOU'RE JACK...  
THEN.. I'M.. MMMICHAEL  
DEAN...

OCT 30 2015

Action:

-ML TILTS HEAD RIGHT.

Timing:



Production:

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1034/237

1034/237

# ADVENTURE TIME



Page 207

Sc. 125 *CONT*

Pnl. D

Bg.

day night



Sc. 125 *CONT*

Pnl. E

Bg.

day night



Dialog:

(ML) YEA.. AND I'M LOOKING FOR  
THIS BEAUTIFUL PRINCE ...

(ML) I GOTTA GIVE HIM THIS...  
UH...

Action:

A, B, C

Timing:



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Production :



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ADVENTURE TIME



Sc. 125 *CONT* Pnl. F

Bg.

day night



Sc. 125 *CONT* Pnl. G

Bg.

Page <sup>208</sup>  
~~No PG 209~~  
day night



Dialog:

(ML) THIS MAGIC POTION!

(ML)

See , he was cursed by this

Action:

OCT 3 0 2015

Timing:

EPISODE # 1034-237

Production :

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1034/237

ADVENTURE TIME



Page 210

Sc. Pnl. Bg. day night

Sc. 125 cont Pnl. H Bg. day night

Dialog:

(ML) EVIL SNOT GNOLL!

Action:

OCT 30 2015

Timing:

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Production :

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1034/237



# ADVENTURE TIME



No scenes 126-127

Page 211

Sc. 125 *CONT* Pnl. I

Bg.

day night



Sc. 128

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

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1034/237

# ADVENTURE TIME

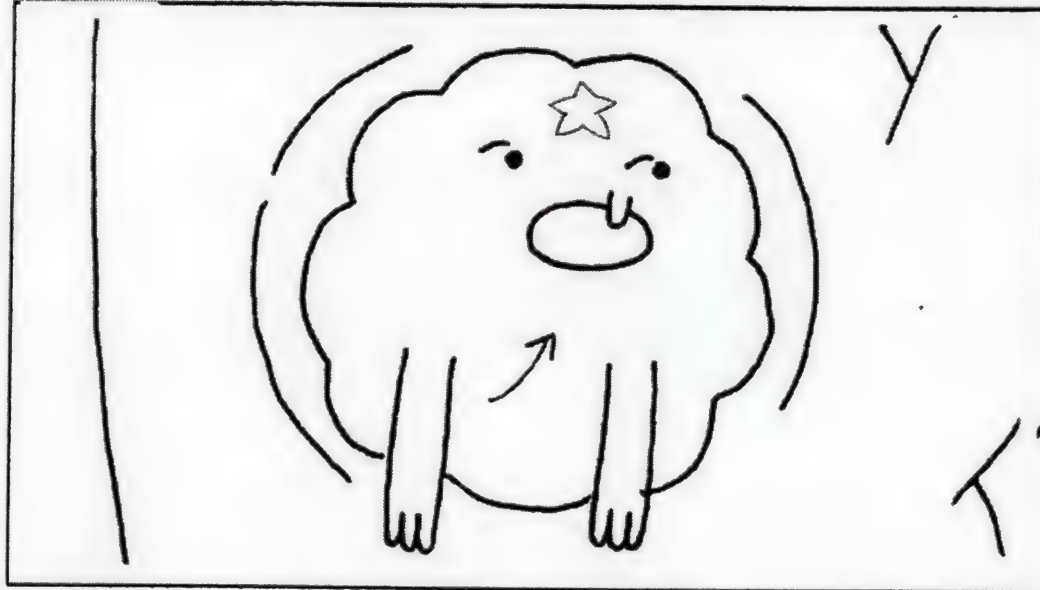


Page 212

Sc. 128 CONT Pnl. B

Bg.

day night



Sc. 129

Pnl. A

Bg.

day night



Dialog:

LSP: REALLY.

Action:

-LSP PERKS UP.

Timing:

OCT 30 2015

EPISODE # 1034-237

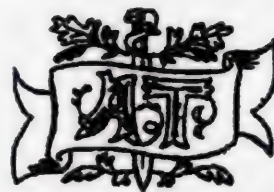
Production :

1034'237

1034/237



# ADVENTURE TIME



Page 213

Sc. 129 *cont* Pnl. B

Bg.

day night



Sc. 129 *cont* Pnl. C

Bg.

day night



Dialog:

(ML) THE SNOT GNOLL TRANSFORMED HIM  
INTO A...

(ML) TOTALLY DISGUSTING  
MUCUS-MONSTER!

Action:

OCT 30 2015

Timing:

EPISODE # 1034-237

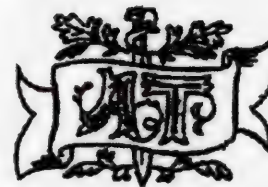
Production :

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1034/237

1034/237

ADVENTURE TIME



Page 214

Sc. 130

Pnl. A

Bg.

day night



Sc. 130 *CONT* Pnl. B

Bg.

day night

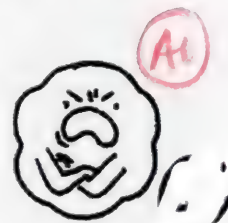


Dialog:

(LSP) WHAT! NO I'M NOT--

(ML) GASP! DID YOU HEAR THAT ?!!?

Action:



Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237



ADVENTURE TIME



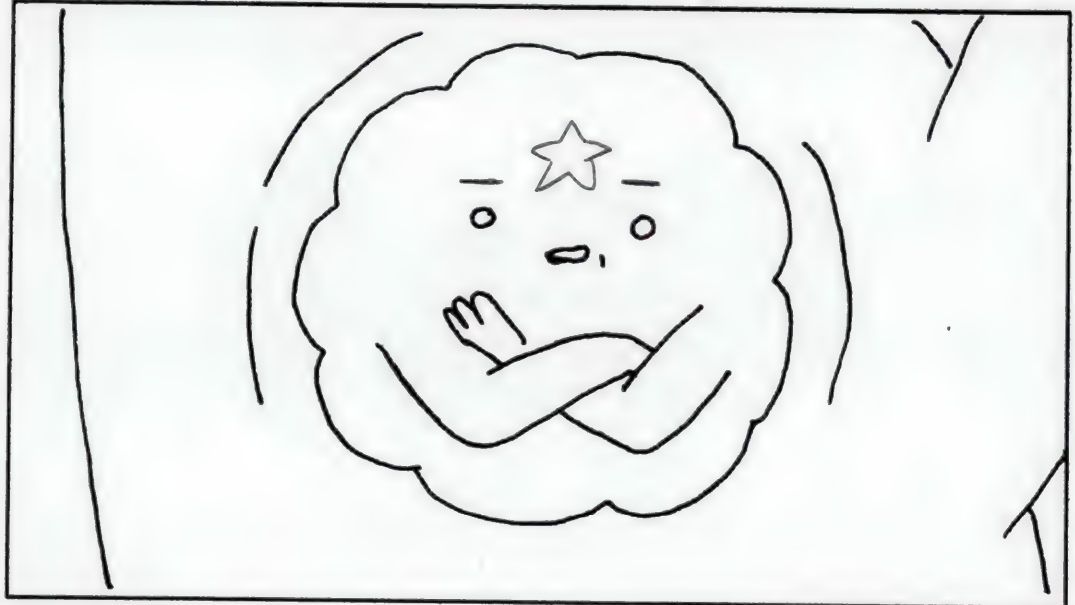
Page 215

Sc. 131

Pnl. A

Bg.

day night



Sc. 131 cont Pnl. B

Bg.

day night



Dialog:	
(LSP) HUH ???!?	
WHAT IS IT ??!	
Action:	
OCT 30 2015	
Timing:	

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1034/237

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# ADVENTURE TIME



Page 216

Sc. 132

Pnl. A

Bg.

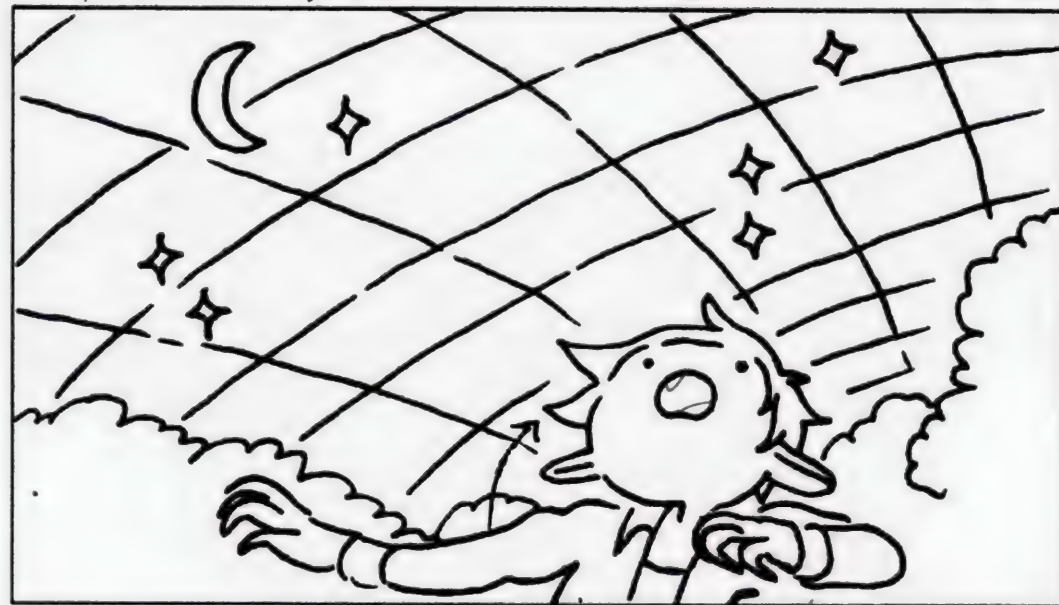
day night



Sc. 132 *cont* Pnl. B

Bg.

day night



Dialog:

(ML) IT'S ... IT'S ...

Action:

- ML LOOKS UP.

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

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1034/237



# ADVENTURE TIME



Page 217

Sc. 132 *CONT* Pnl. C

Bg.

day night



Sc. 132 *CONT* Pnl. D

Bg.

day night



Dialog:

Action:

-ML TRANSFORMS.

OCT 30 2015

Timing:

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Production :

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1034/237

# ADVENTURE TIME



Page 218

Sc. 132 *cont* Pnl. E

Bg.

day night



Sc. 132 *cont* Pnl. F

Bg.

day night



Dialog:

(ML) R O O O A A R !

Action:

-TRUCK OUT

OCT 30 2015

Timing:

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Production :

1034/237



# ADVENTURE TIME

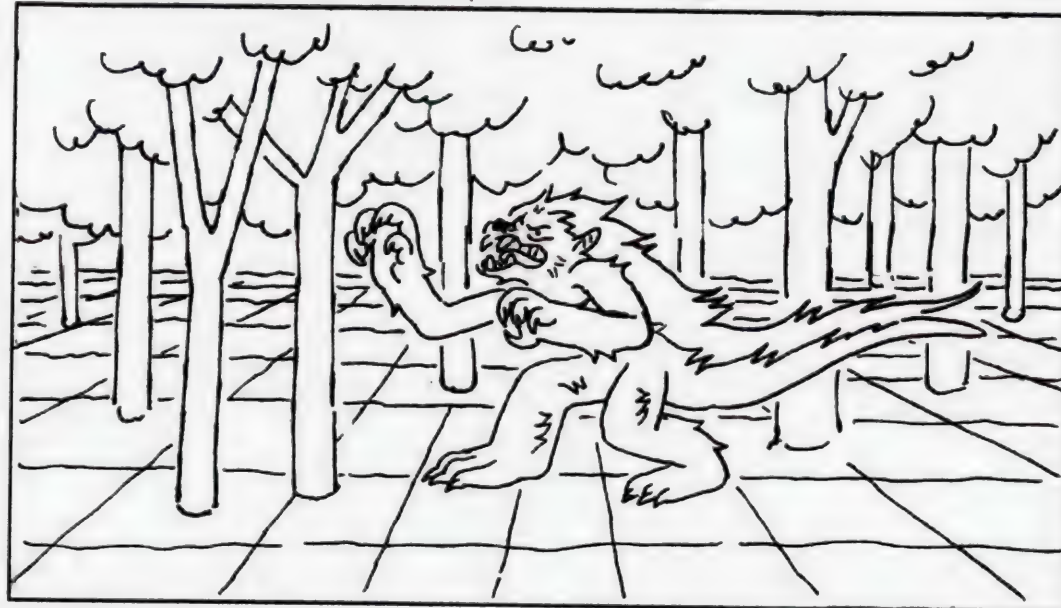


Page 219

Sc. 132 cont Pnl. G

Bg.

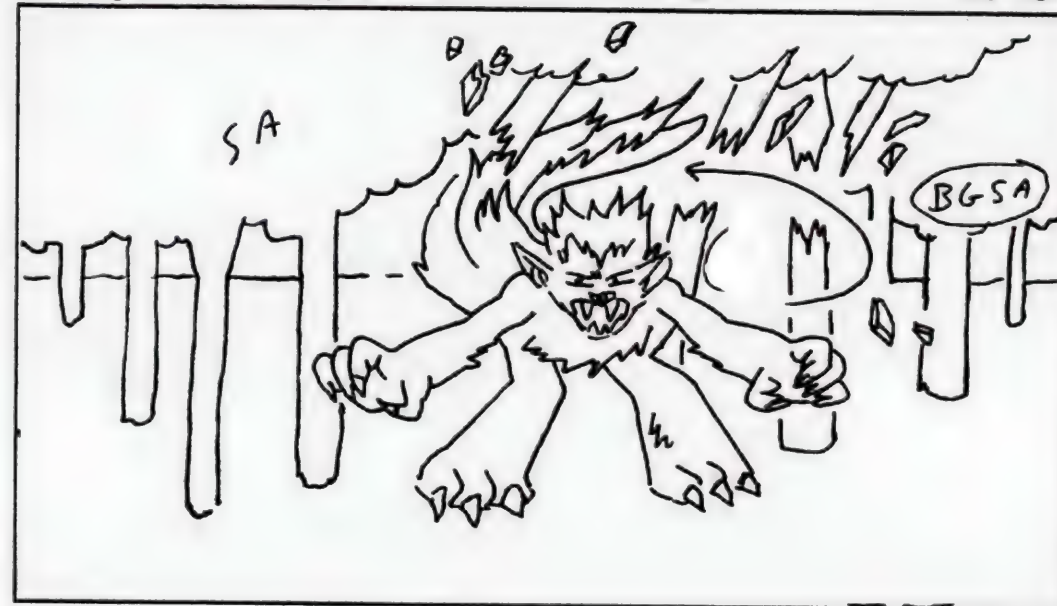
day night



Sc. 132 cont Pnl. H

Bg.

day night



Dialog:

(ML) THE SNOT GNOLL!

Action:

- ML SWINGS  
TAIL AND SMASHES  
TREES.

Timing:

SFX: CRASSH



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Production :

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1034/237

# ADVENTURE TIME



Page 220

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
132	CONT	I		

Dialog:	(ML) R A A R W R!
Action:	
Timing:	OCT 3 0 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237



# ADVENTURE TIME



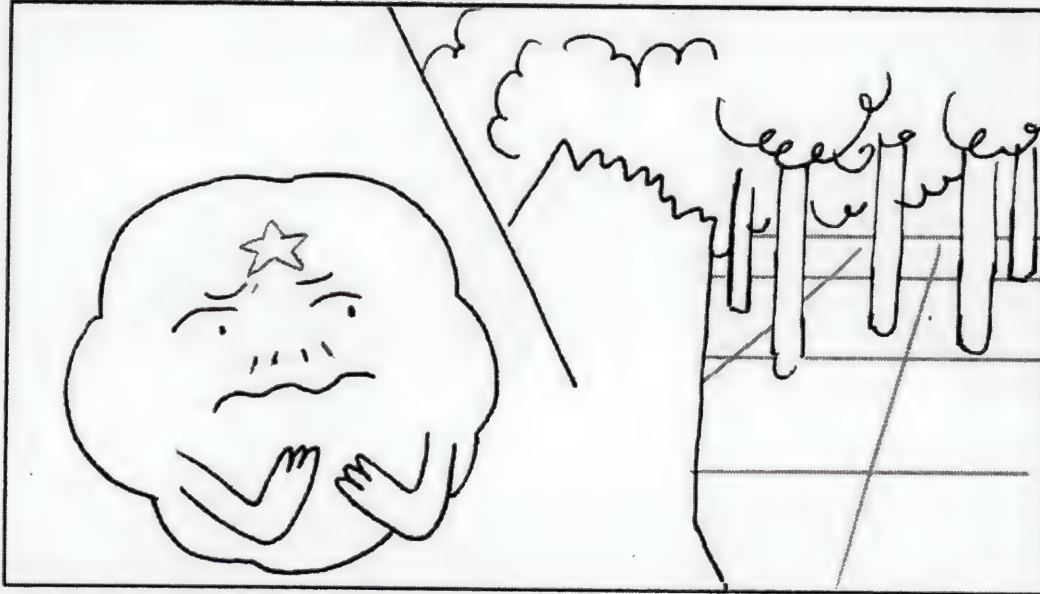
Page 221

Sc. 133

Pnl. A

Bg.

day night



Sc. 133 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX: \*CRASHH/\*

(ML) RAAAH!

Action:

-ML LEAPS ON/IS  
DRAMATICALLY

Timing:

OCT 30 2015



EPISODE # 1034-237

1034/237

1034/237

1034/237

# ADVENTURE TIME

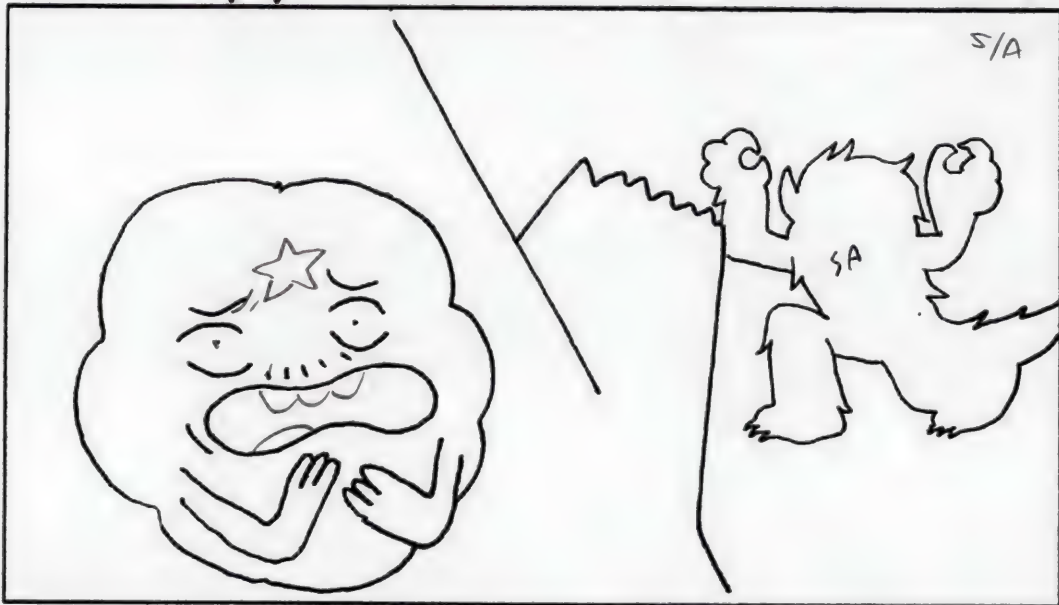


Page 222

Sc. 133 cont Pnl. C

Bg.

day night

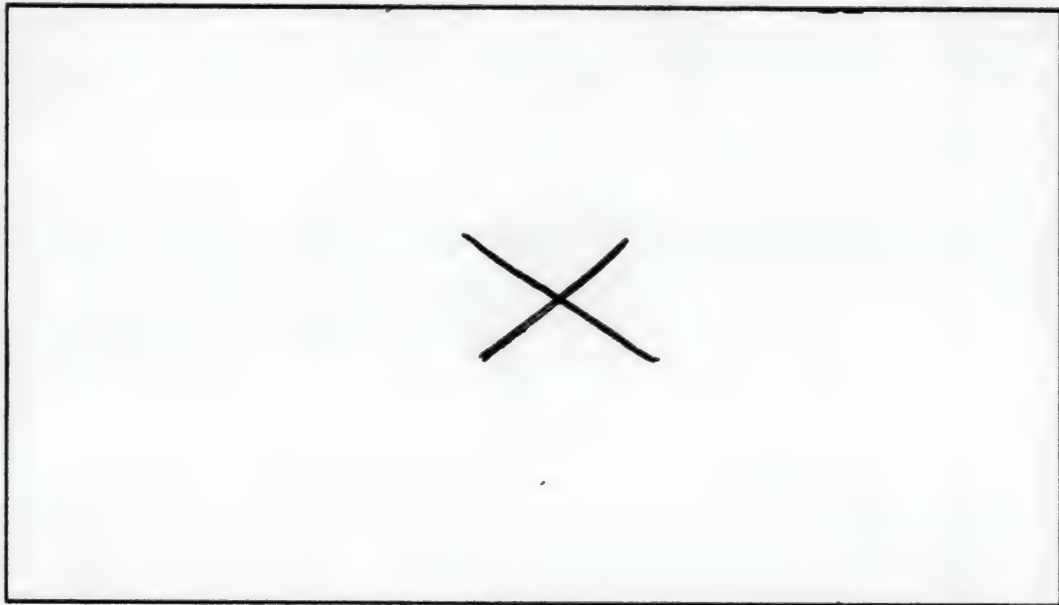


Sc.

Pnl.

Bg.

day night



Dialog:

(LSP) AAAAH!!!!

Action:

Timing:

OCT 30 2015

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EPISODE #

Production :

1034/237

1034/237

1034/237



# ADVENTURE TIME



Page 223

Sc. 133 *CONT* Pnl. D

Bg.

day night



Sc. 133 *CONT* Pnl. E

Bg.

day night



Dialog:

(ML) UH OH! IT'S COMING  
TOWARDS THE TREE, JACK!

(LSP) HNNNG!!  
I'm STUCK!

Action:

- LSP STRUGGLES.

Timing:

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EPISODE #

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# ADVENTURE TIME



Page 224

Sc. 133 cont Pnl. F

Bg.

day night

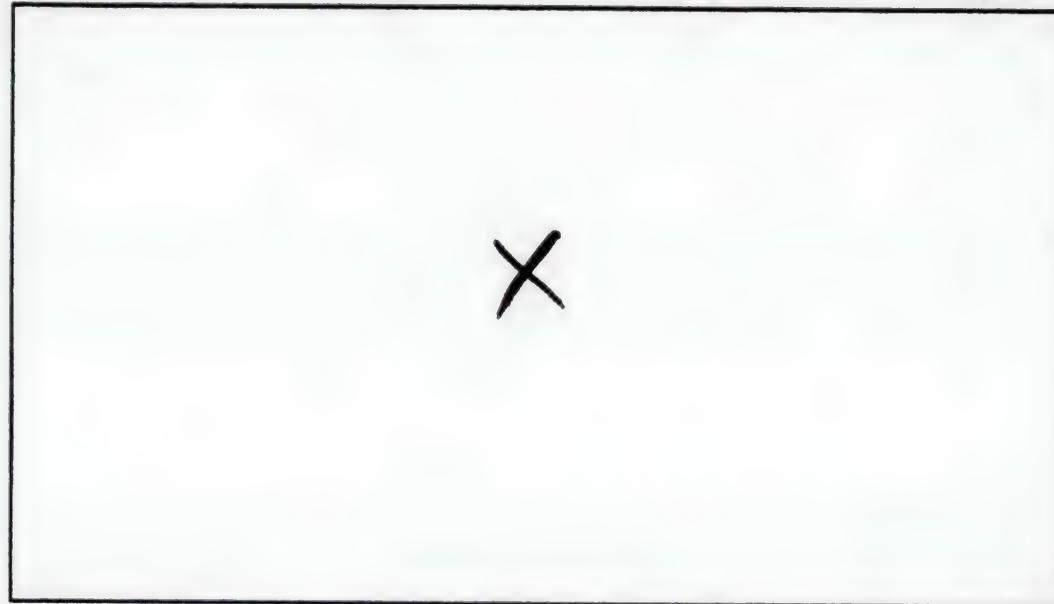


Sc.

Pnl.

Bg.

day night



Dialog:

(ML) I'LL PROTECT YOU,  
BEAUTIFUL PRINCE!

Action:

OCT 30 2011

Timing:

Production :

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# ADVENTURE TIME



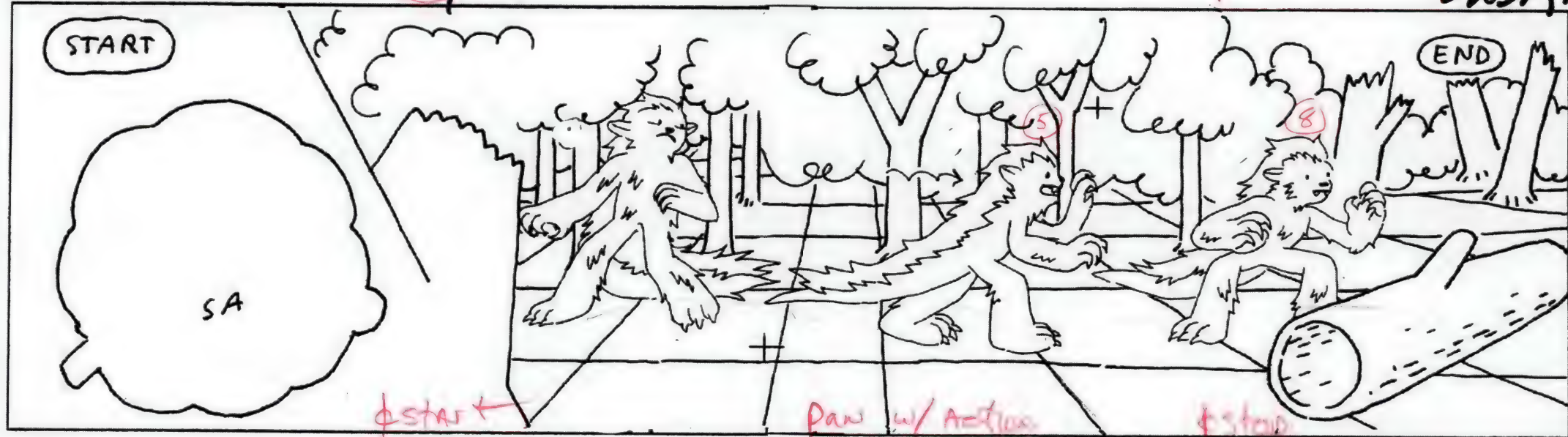
Sc. 133 CONT

G Bg.

day night

Page 225

225A NEXT



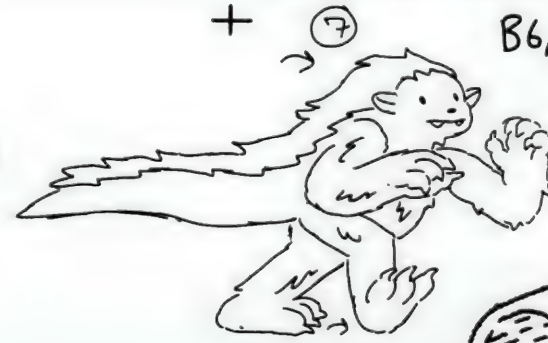
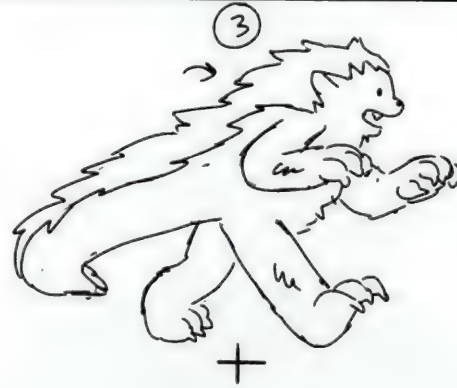
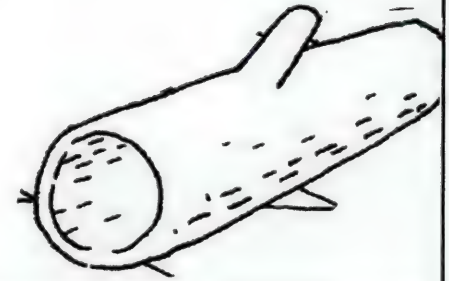
Dialog:	SFX: THMP THMP THMP	
Action:	ML STAMPS OVER TO LOG PAN w/ ML.	* MORE POSES ON PG. 225A *
Timing:	OCT 30 2015	

EPISODE # 1034-237

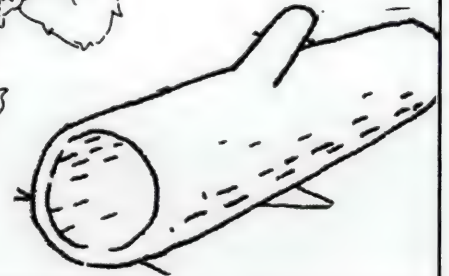
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1034/237

B6/SA



B6/SA



OCT 30 2015



# ADVENTURE TIME

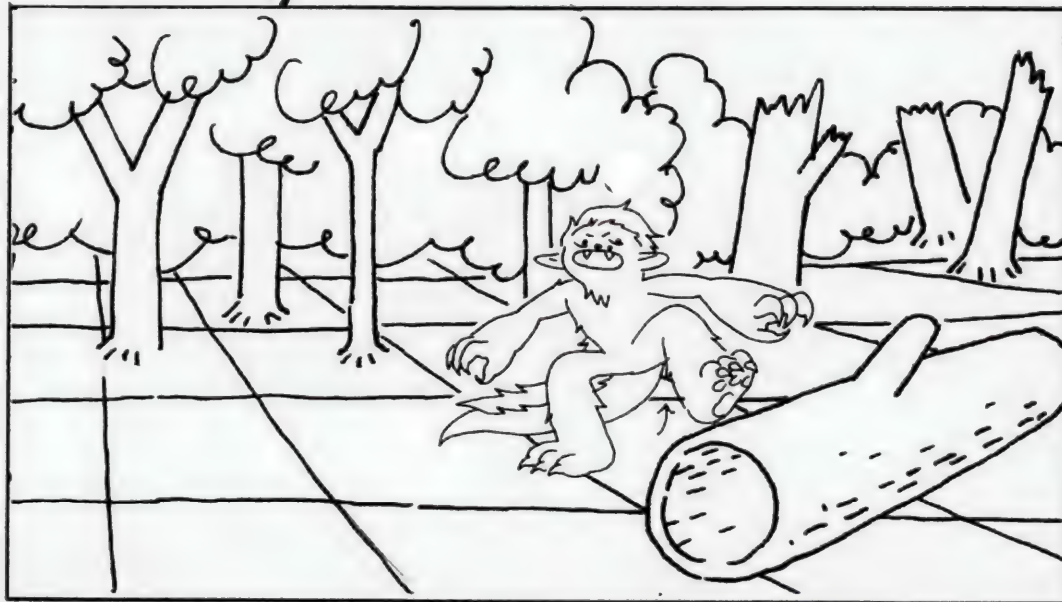


Page 226

Sc. 133 *CONT* Pnl. H

Bg.

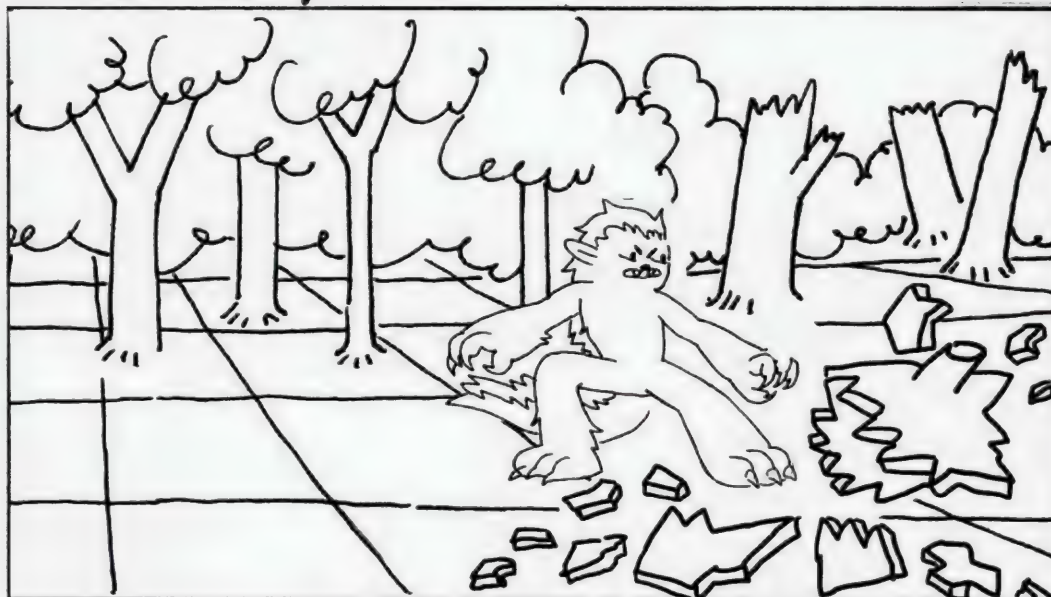
day night



Sc. 133 *CONT* Pnl. I

Bg.

day night



Dialog:

(ML) STEP OFF, SNOT GNOLL!

Action:



Timing:

SFX: \*CRAASH\*

- ML SMASHES LOG.

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Production :

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1034/237

# ADVENTURE TIME

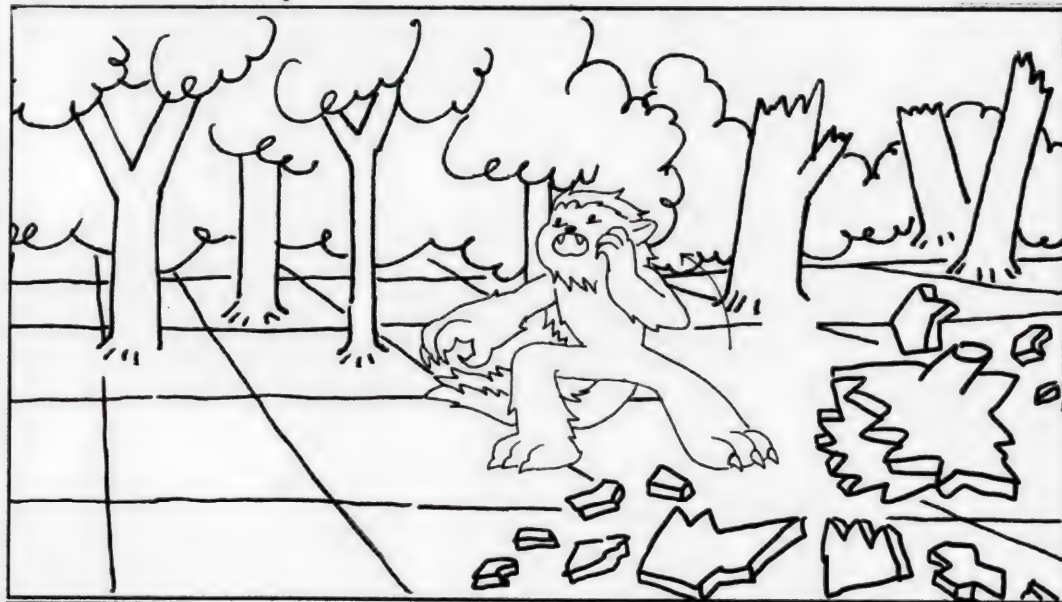


Page 227

Sc. 133 *CONT* Pnl. J

Bg.

day night



Sc. 134

Pnl. A

Bg.

day night



Dialog:

OH,  
(ML) I HIT IT!

(LSP) GET 'EM MICHAEL DEAN!

Action:

Timing:

OCT 30 2011

Production :

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# ADVENTURE TIME



Page 228

Sc. 134 *CONT* Pnl. B

Bg.

day night



Sc. 134 *CONT* Pnl. C

Bg.

day night



Dialog:

Sfx: (o/s)  
= \*CRASH\*

Action:

(ML) (o/s)  
GAAAH! IT- IT GOT  
ME / RIGHT IN THE GUT

Timing:

OCT 30 2015

Production :

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1034/237

# ADVENTURE TIME



Sc. 134 *cont* Pnl. D

Bg.

day night



Sc. 135

Pnl. A

Bg.

day night



Dialog:

(LSP) NOOOOOO!

Action:

(ML) [WEAK GRUNT]

A, B, A SEX: CRUNCH

- ML HITS TREE

Timing:

OCT 30 2015



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# ADVENTURE TIME

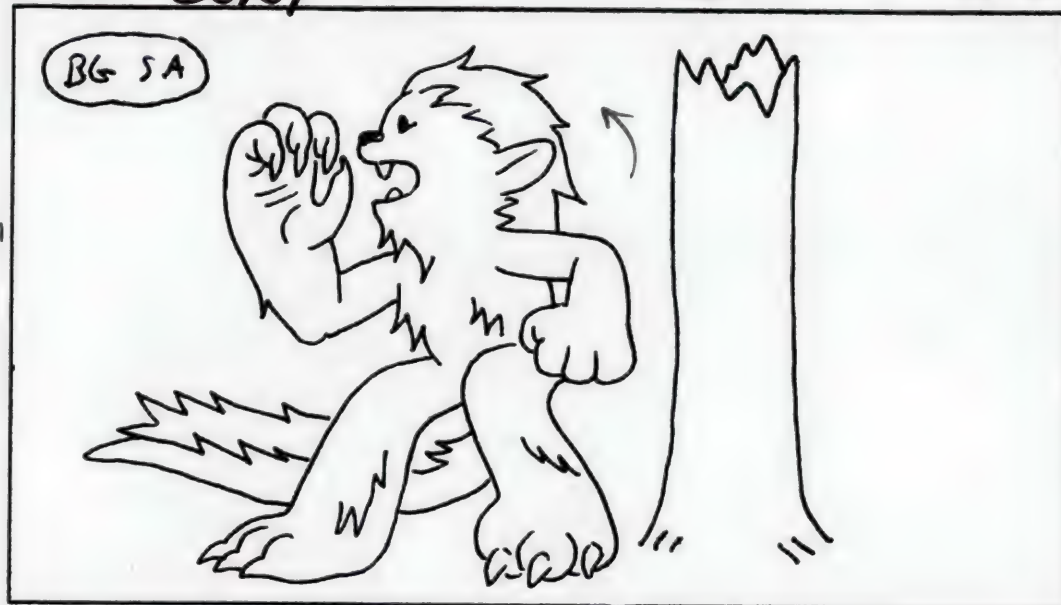


Page 230

Sc. 135 CONT Pnl. B

Bg.

day night

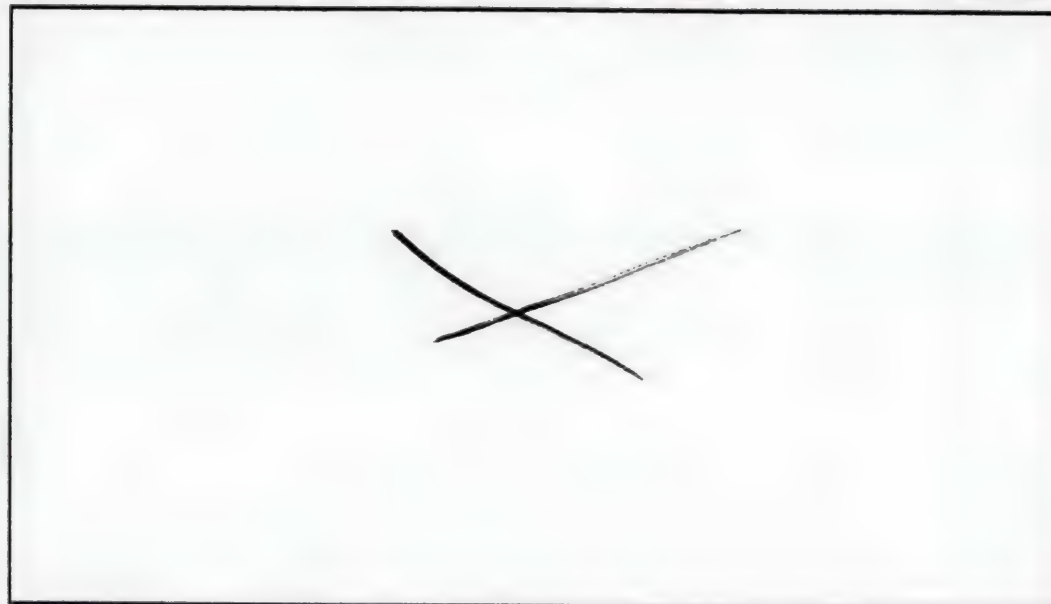


Sc.

Pnl.

Bg.

day night



Dialog:

(ML) I GOT ONE LAST HIT IN!

Action:

Timing:

OCT 30 2015

Production :

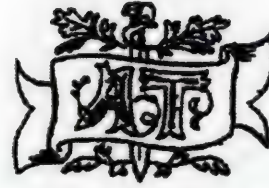
EPISODE # 1034-237

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1034/237

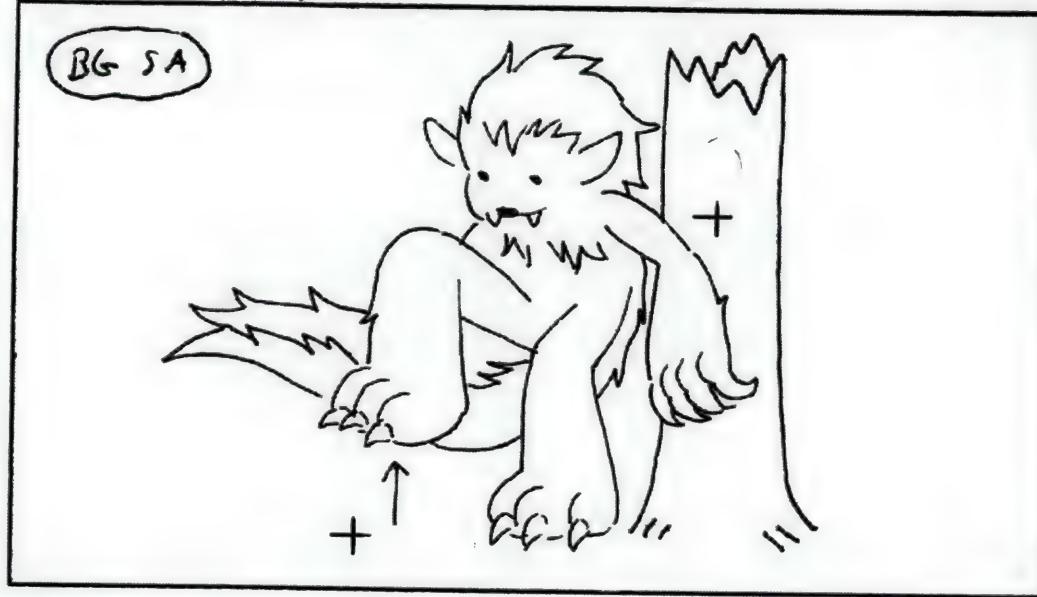
# ADVENTURE TIME



Sc. 135 CONT Pnl. C

Bg.

day night



Sc. 135 CONT Pnl. D

Bg.

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231/ANEXT



EPISODE # 1034-237

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Dialog:

(ML) IT'S RUNNING AWAY!

Action:

SFX: CRUNCH  
= CRUNCH  
CRUNCH  
CRUNCH  
CRUNCH

Timing:



- ML STARTS CHANGING BACK TO HUMANOID FORM

OCT 30 2015



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# ADVENTURE TIME



Sc. 135 *CONT* Pnl. E

Ba.

day night

Sc. 135 *CONT* Pnl. F

Bg.

Page 231 A  
*222 NEXT*



Dialog:

Action:

Timing:

SFX: CRUNCH  
= CRUNCH  
CRUNCH  
CRUNCH  
CRUNCH



ML BACK TO  
HUMANOID FORM -



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# ADVENTURE TIME



Page 232

Sc. 135 *CONT* Pnl. G

Bg.

day night



Sc. 135 *CONT* Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

-ML SITS DOWN.

(ML) COUGH  
COUGH  
I.. I THINK THIS  
IS THE END FOR  
ME...

OCT 30 2015

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# ADVENTURE TIME



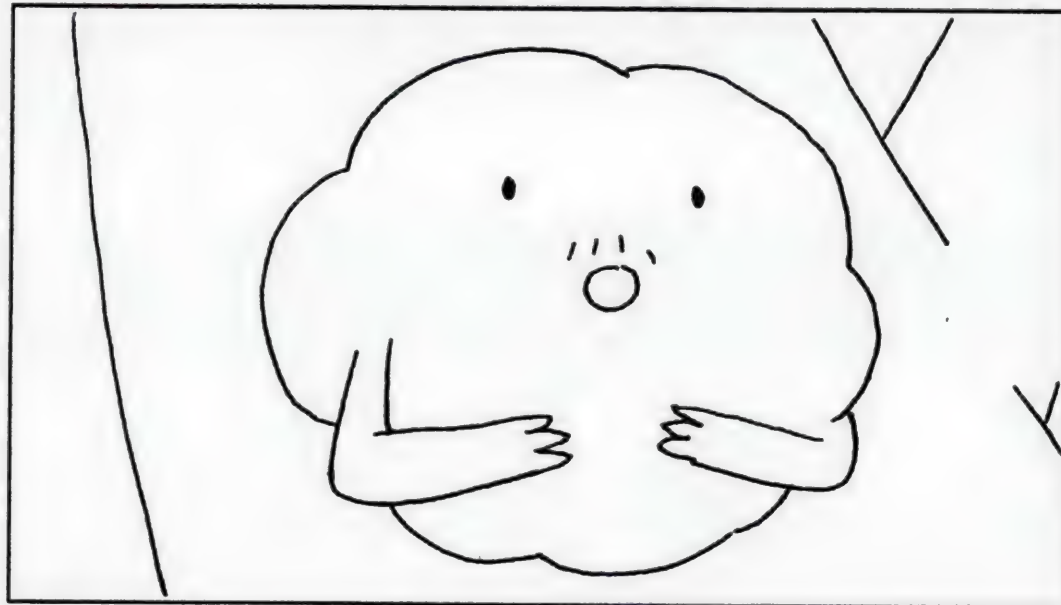
Page 233

Sc. 136

Pnl. A

Bg.

day night



Sc. 136 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

RALLY

LSP MICHAEL  
DEAAAN!!!

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Production :

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# ADVENTURE TIME



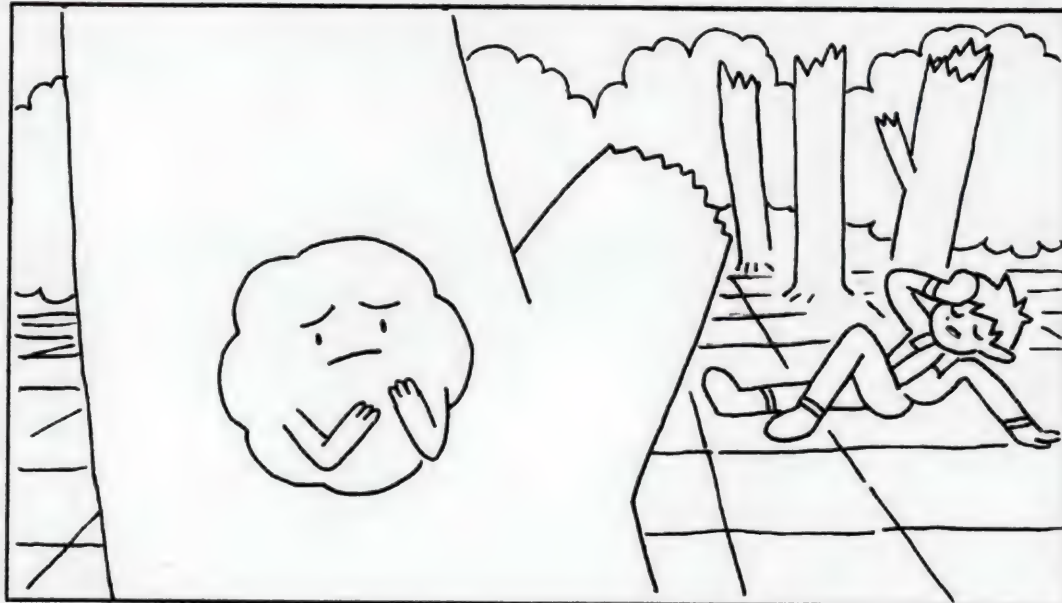
Page 234

Sc. 137

Pnl. A

Bg.

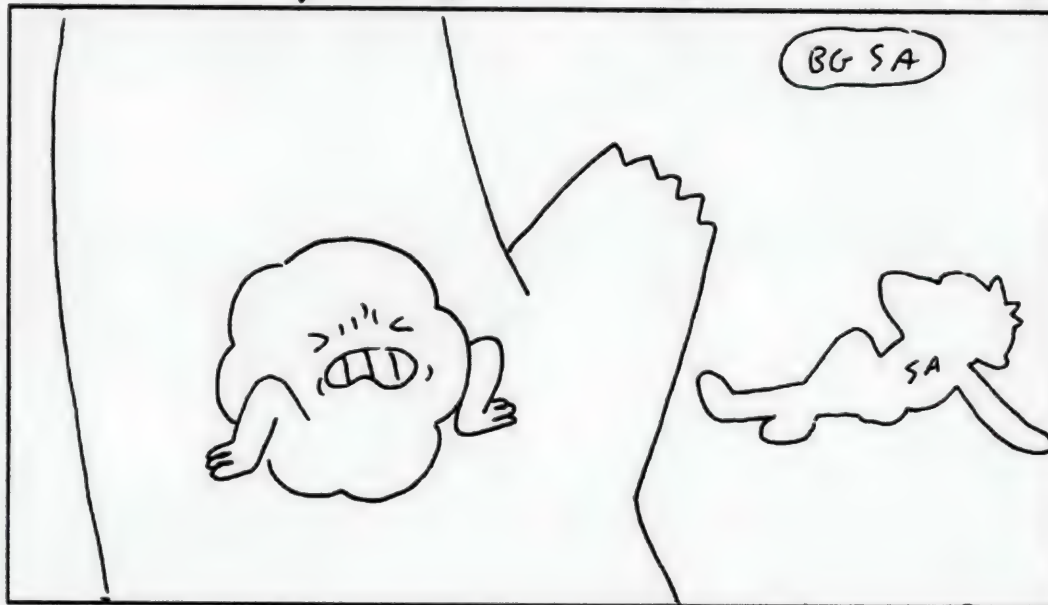
day night



Sc. 137 *cont* Pnl. B

Bg.

day night



Dialog:

(LSP) RRRRRR!!!

Action:

- ML STRUGGLES,

Timing:

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Production :

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# ADVENTURE TIME

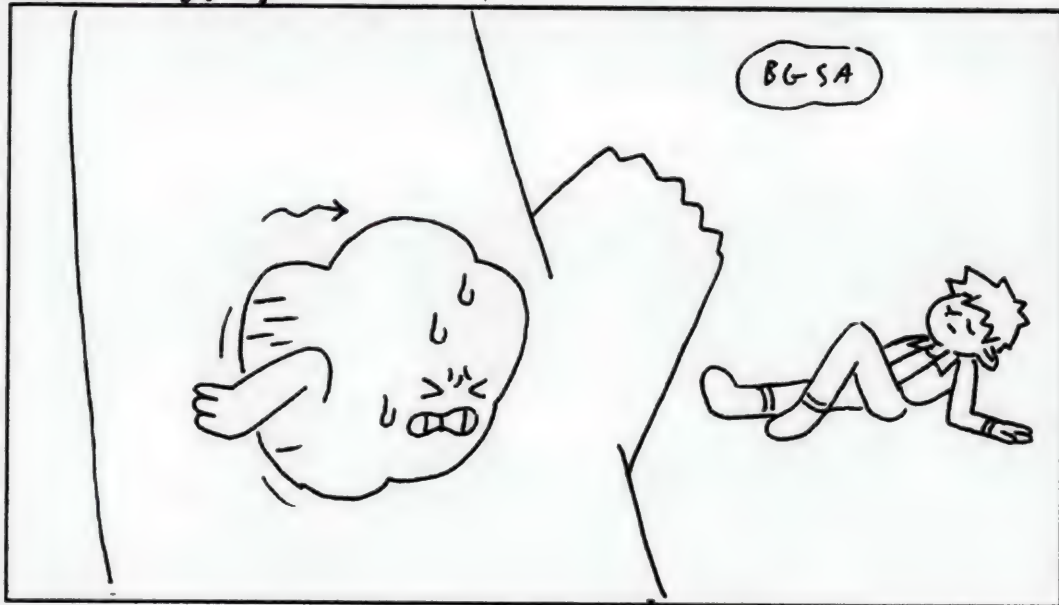


Page 235

Sc. 137 *cont* Pnl. C

Bg.

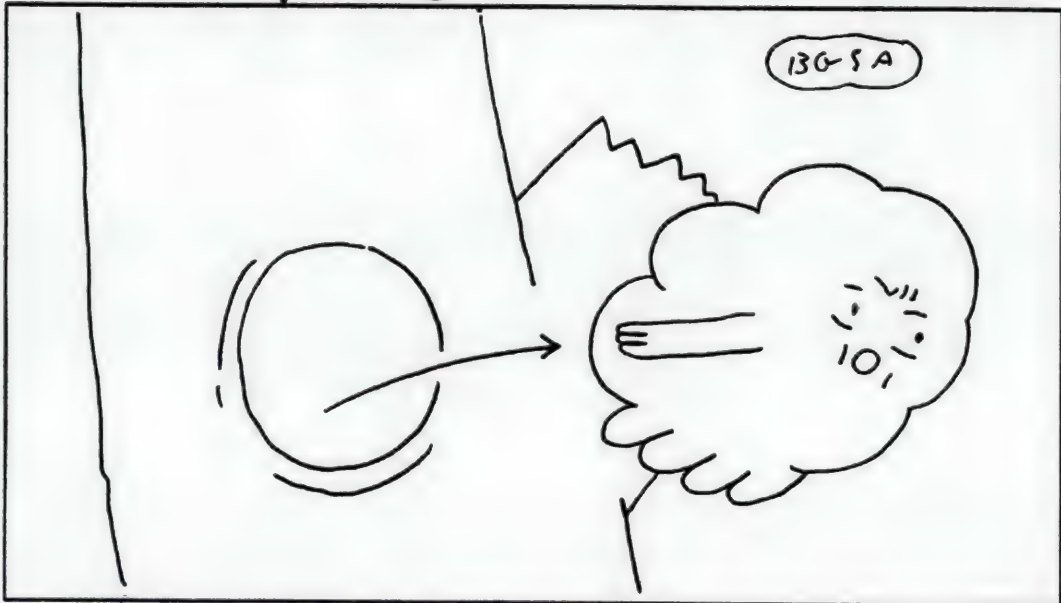
day night



Sc. 137 *cont* Pnl. D

Bg.

day night



Dialog:

(LSP) R R R R ---

(LSP) R A G H!

Action:

\_\_\_\_\_

SFX: \* POP! \*

Timing:

\_\_\_\_\_

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Production :

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1034/237

1034'237

# ADVENTURE TIME



Page 236

Sc. 137 *CONT* Pnl. E

Bg.

day night

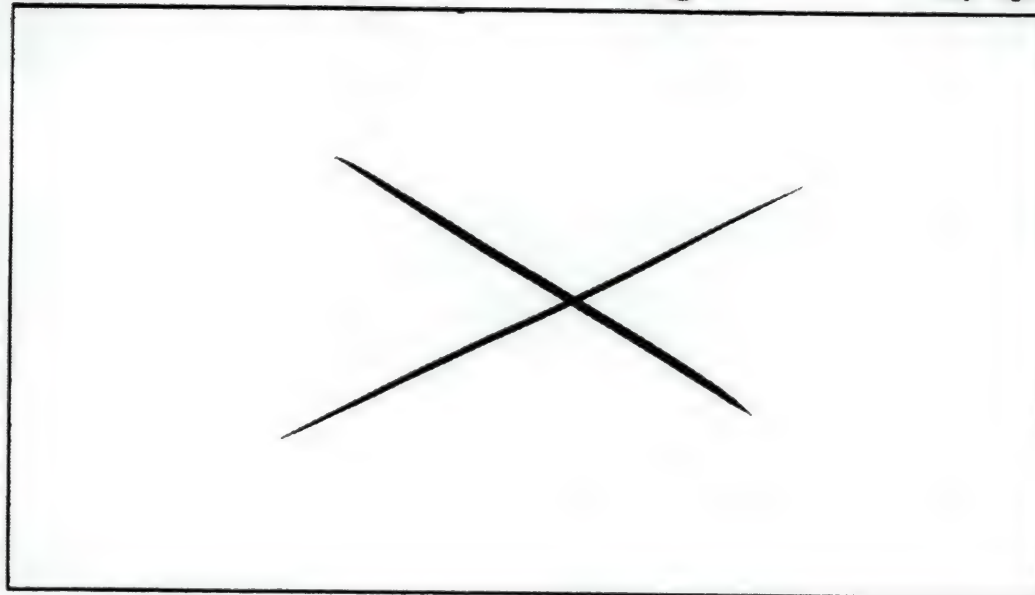


Sc.

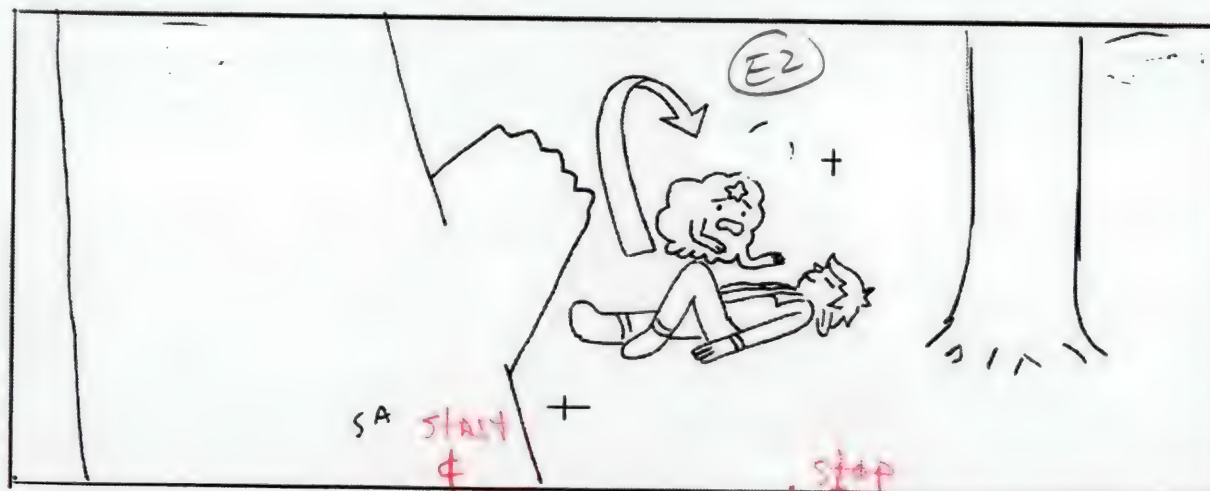
Pnl.

Bg.

day night



Dialog:



-LSP FLIES  
OVER TO ML.

-PAN TO ML.

OCT 30 2015

Production :

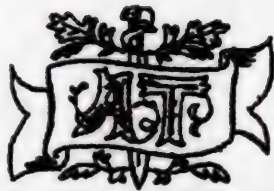
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ADVENTURE TIME



Page 239

Sc. 138 CONT Pnl. E

Bg.

day night



Sc. 139

Pnl. A

Bg.

day night



Dialog:

SFX: FWump

(LSP) I WON'T LET YOUR  
SACRIFICE BE WASTED

Action:

LSP  
S/A (A)  
ML  
S/A (A)

LSP S/A (A)  
LSP  
Rubs ML'S FACE

Timing:

(A2)  
ML  
S/A (A)

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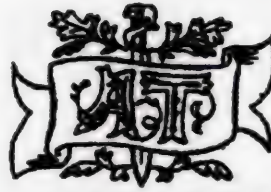
Production:

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# ADVENTURE TIME



Page 238

Sc. 138 *cont* Pnl. *c*

Bg.

day night



Sc. 138 *cont* Pnl. *D*

Bg.

day night



Dialog:

ML AND LIVE!!!!  
LIIIIIVE !!!!!

Action:

ML: [DYING NOISE]

Timing:

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Production :

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# ADVENTURE TIME



Page 237

Sc. 138

Pnl. A

Bg.

day night



Sc. 138 *CONT* Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

(ML) IT'S ... TOO LATE FOR ME, beautiful  
TAKE THE POTION... PRINCE,  
TAKE IT...



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Production :

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# ADVENTURE TIME



Page 240

Sc. 139 *CONT* Pnl. B

Bg.

day night



Sc. 139 *CONT* Pnl. C

Bg.

day night



Dialog:

SFX: GLUG  
= GLUG  
GLUG!

Action:

- LSP THROWS BOTTLE OFFK.

OCT 30 2015

Timing:



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Production :

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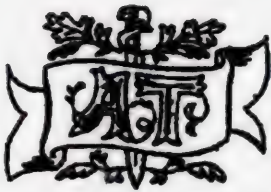
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ADVENTURE TIME



Page 241

Sc. 139 *CONT* Pnl. D

Bg.

day night



Sc. 139 *CONT* Pnl. E

Bg.

day night



Dialog:

SFX: (O/S)  
\*CRSH\*

Action:

-ML OPENS HIS EYES.

Timing:

OCT 30 2015

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Production :

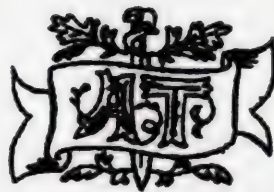
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# ADVENTURE TIME



Page 242

Sc. 139 *CONT* Pnl. F

Bg.

day night

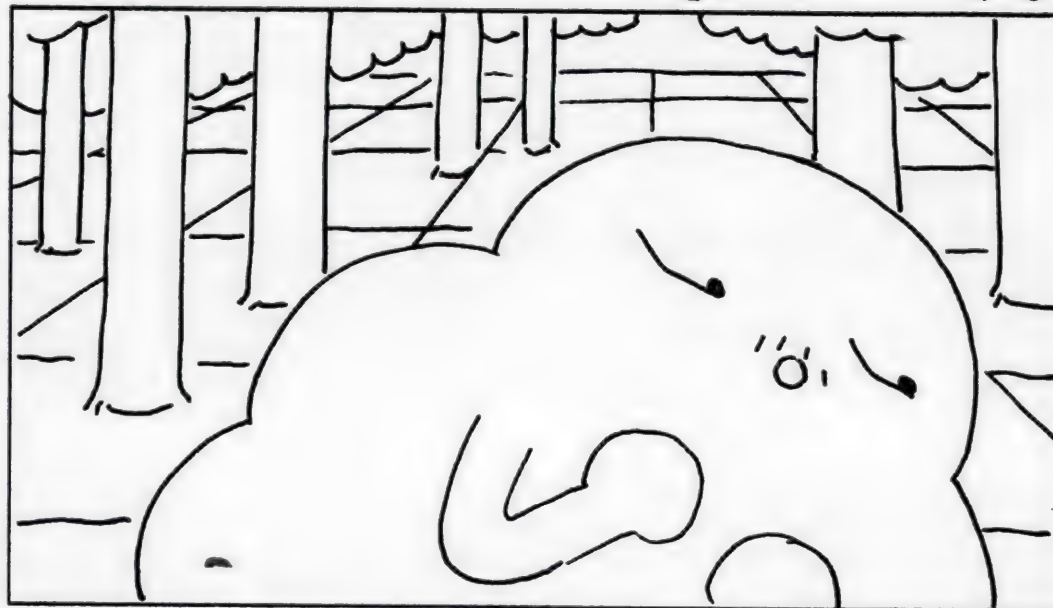


Sc. 140

Pnl. A

Bg.

day night



Dialog:

(ML) SEE! NO MORE COUGHING!

Action:

Timing:

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Production :

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# ADVENTURE TIME

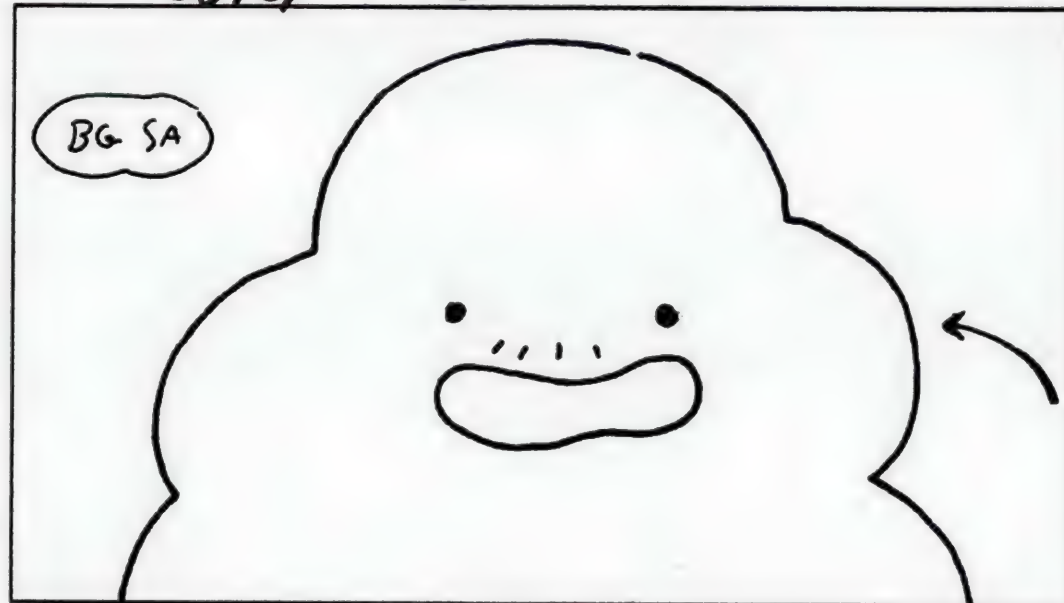


Page 243

Sc. 140 *CONT* Pnl. B

Bg.

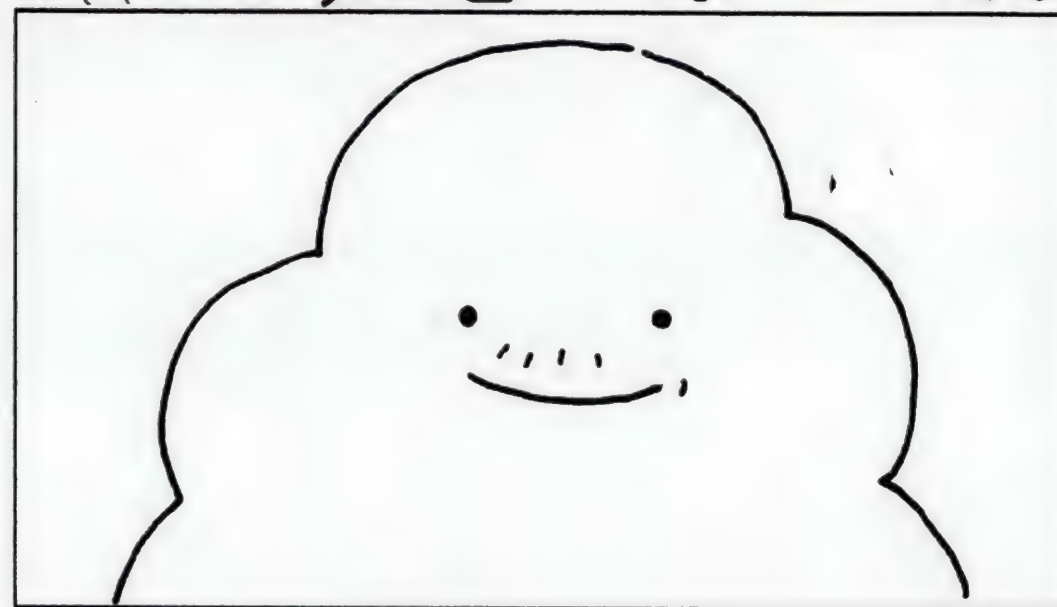
day night



Sc. 140 *CONT* Pnl. C

Bg.

day night



Dialog:

(LSP) ... YEAH! ACTUALLY I  
DO FEEL BETTER!

Action:

Timing:

A, B

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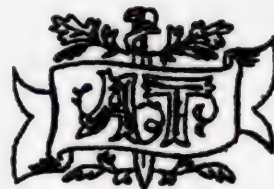
Production :

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# ADVENTURE TIME



Page 244

Sc. 140 *cont* Pnl. D

Bg.

day night



Sc. 141

Pnl. A

Bg.

day night



Dialog:

(ML)

Oh wow...

Action:

Timing:

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# ADVENTURE TIME



Page 245

Sc. 141 *CONT* Pnl. B

Bg.

day night



Sc. 141 *CONT* Pnl. C

Bg.

day night



Dialog:

(ML) Maybe that was the wrong potion.

Action:

Timing:

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Production :

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# ADVENTURE TIME



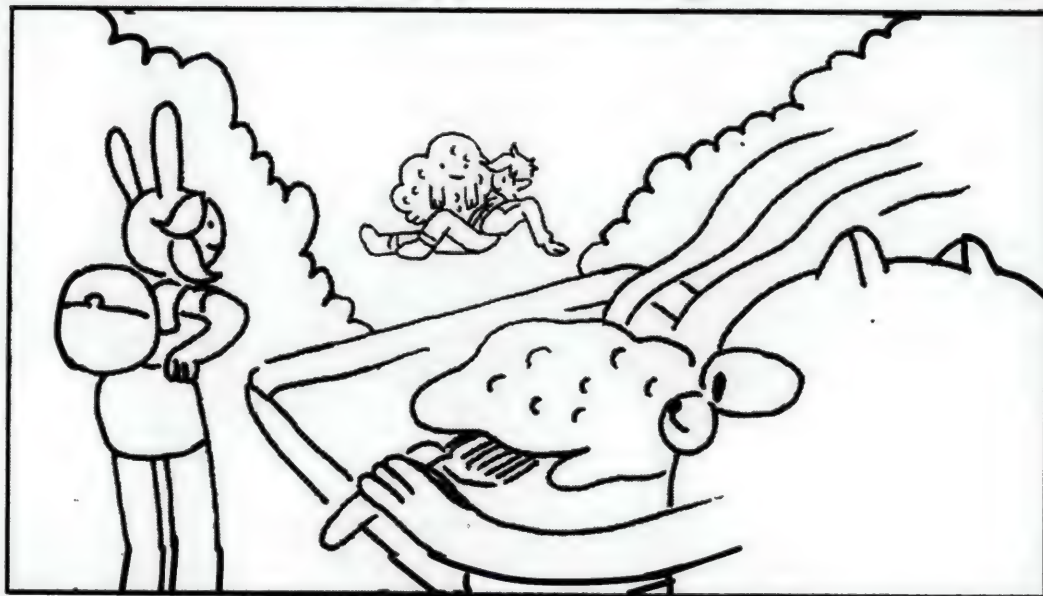
Page 246

Sc. 142

Pnl. A

Bg.

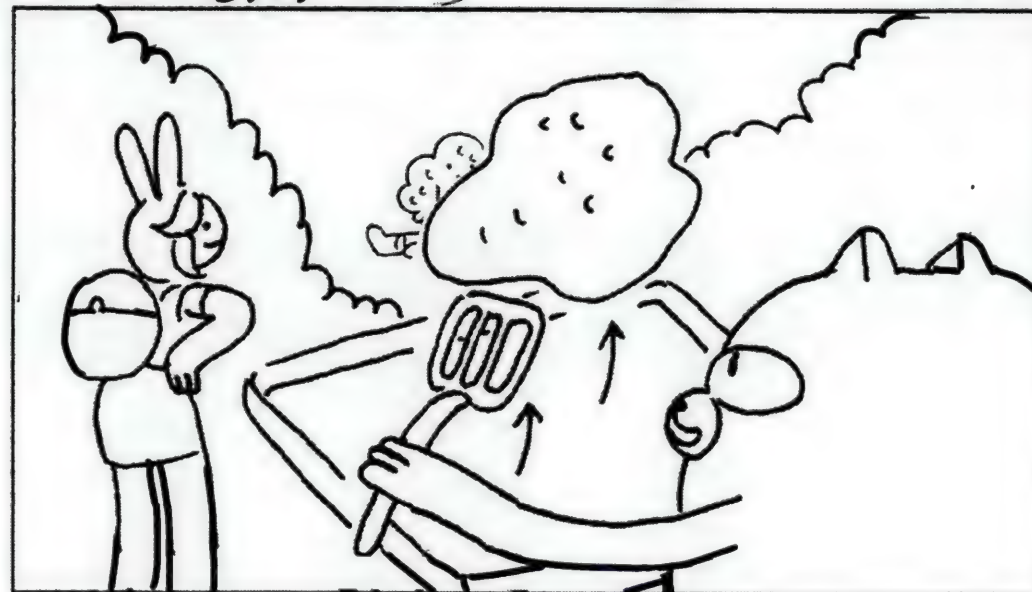
day night



Sc. 142 *CONT* Pnl. B

Bg.

day night



Dialog:

SFX: \* SSS \*

Action:

-CAKE FLIPS FUARJACK.

OCT 30 2015

Timing:

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# ADVENTURE TIME

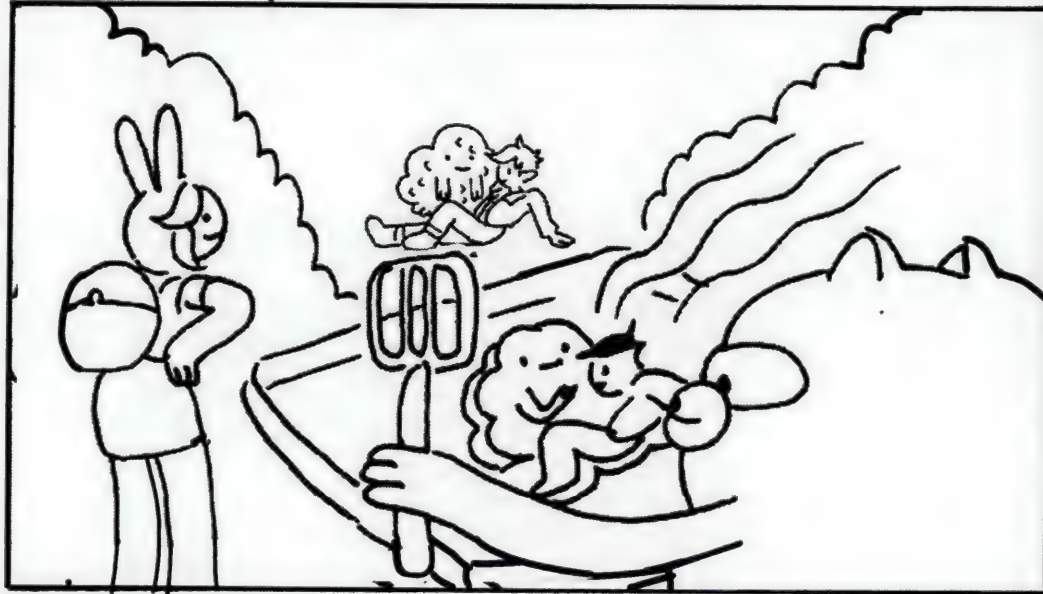


Page 247

Sc. 142 *CONT* Pnl. C

Bg.

day night



Sc. 142 *CONT* Pnl. D

Bg.

day night



Dialog:

© MUCH BETTER...

Action:

-FLAPJACK LANDS.

OCT 30 2015

Timing:

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Production :

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# ADVENTURE TIME

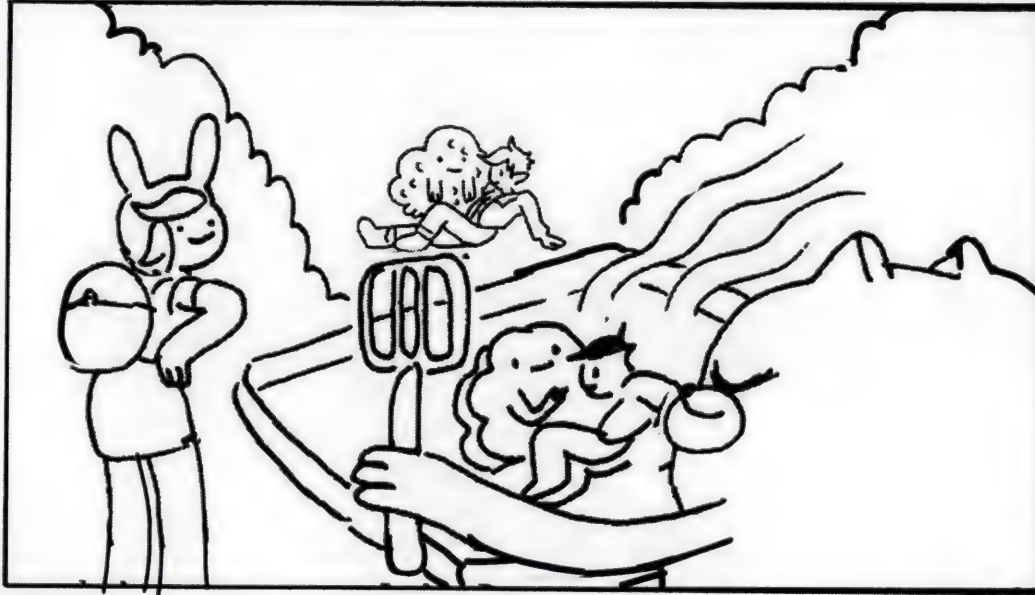


Page 248

Sc. 142 *CONT* Pnl. E

Bg.

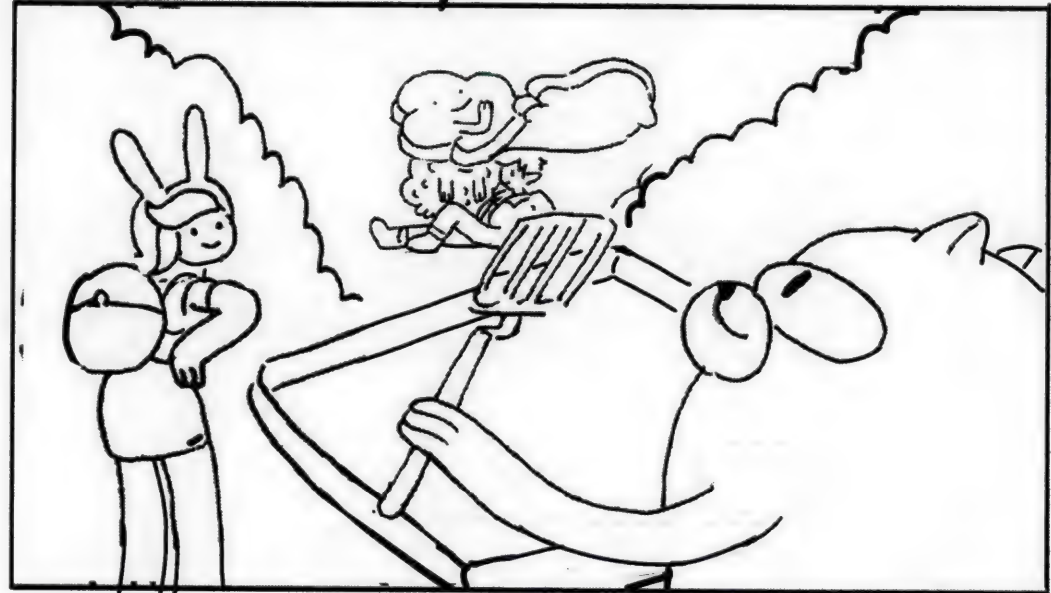
day night



Sc. 142 *CONT* Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

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Production :

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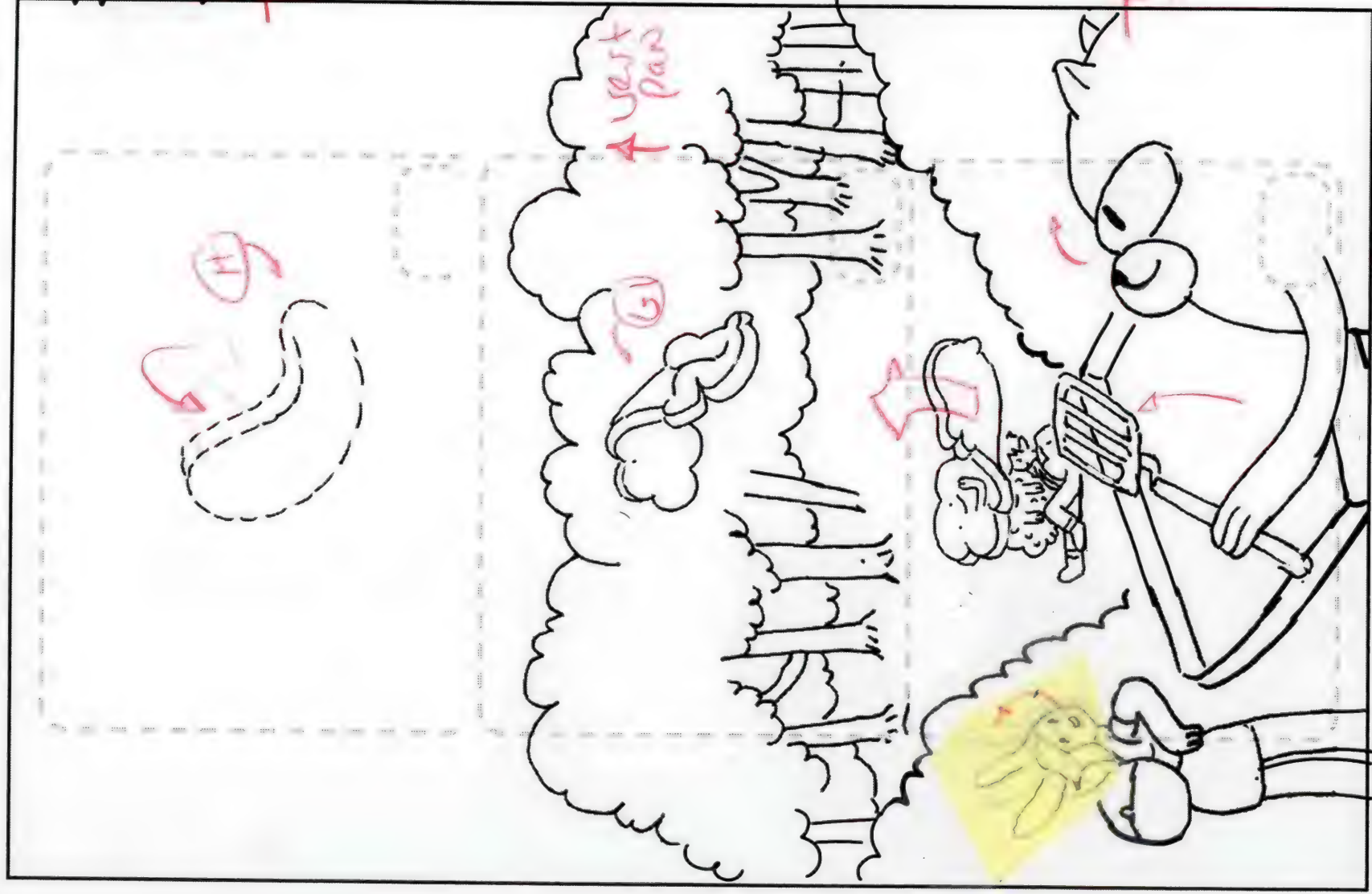
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# ADVENTURE TIME



Sc. 145 cont F stop Pnl. Bg. day night

Page 249



Dialog:	<u>SFX</u> + SHING +
Action:	- CAKE FLIPS FLAPJACK INTO AIR.
Timing:	OCT 30 2015

Production: EPISODE # 1034-237

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# ADVENTURE TIME



Page 250

Sc.

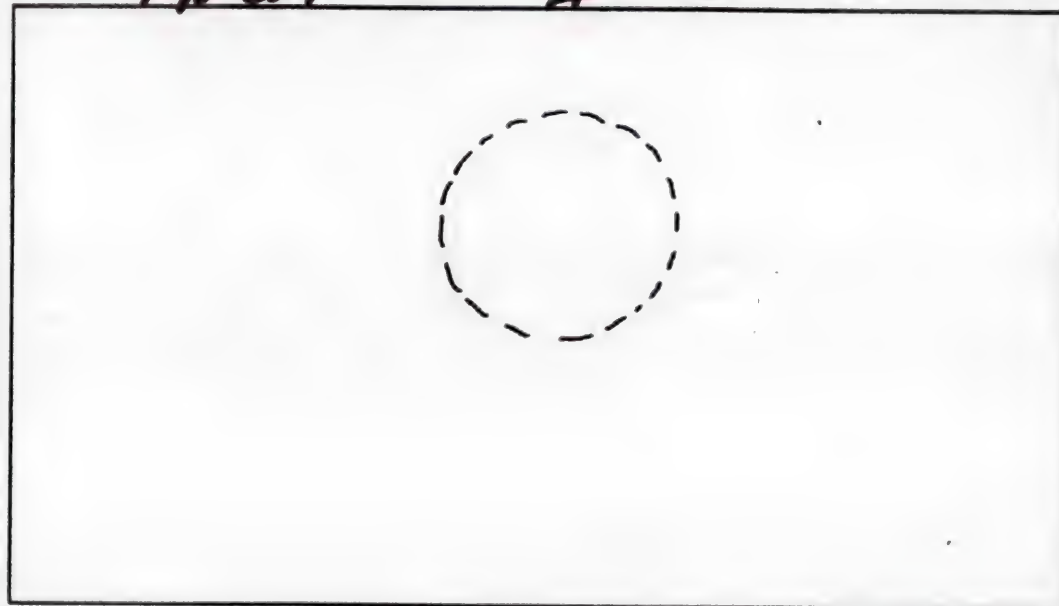
142 cont

Pnl.

I

Bg.

day night



Dialog:

~~X1116~~ ~~XX~~ (PAN)  
↓

Action:

-FLAPJACK DISSOLVES TO SUN. -PAN  
DOWN TO AU  
CHARACTERS.

Timing:

Sc.

143

Pnl.

Bg.

day night



start  
(A)

vert  
pan  
↓

OCT 30 2015

stop  
(B)

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# ADVENTURE TIME

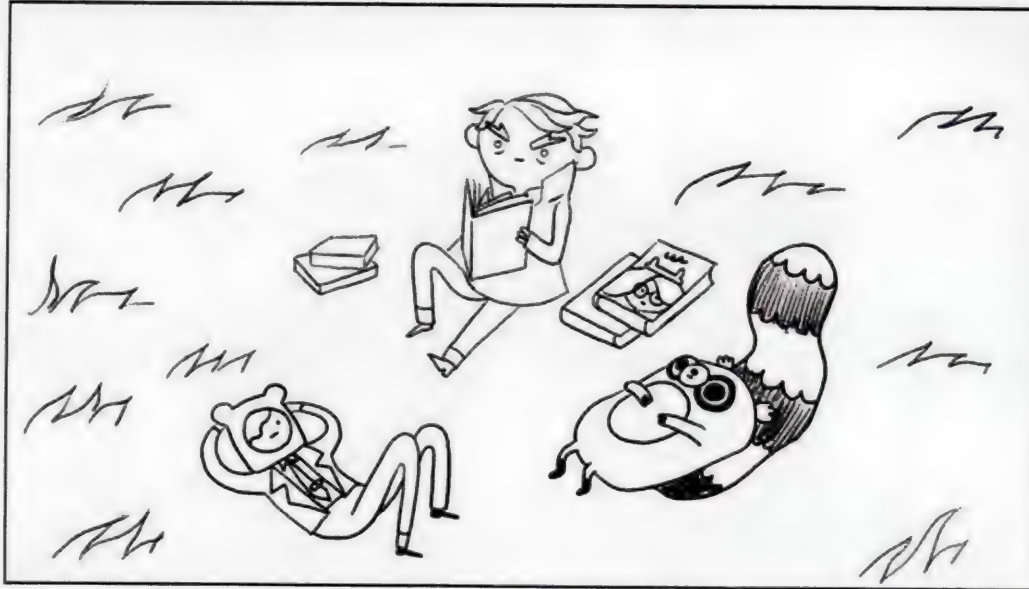


Page 251

Sc. 143 *cont* Pnl. C

Bg.

day night

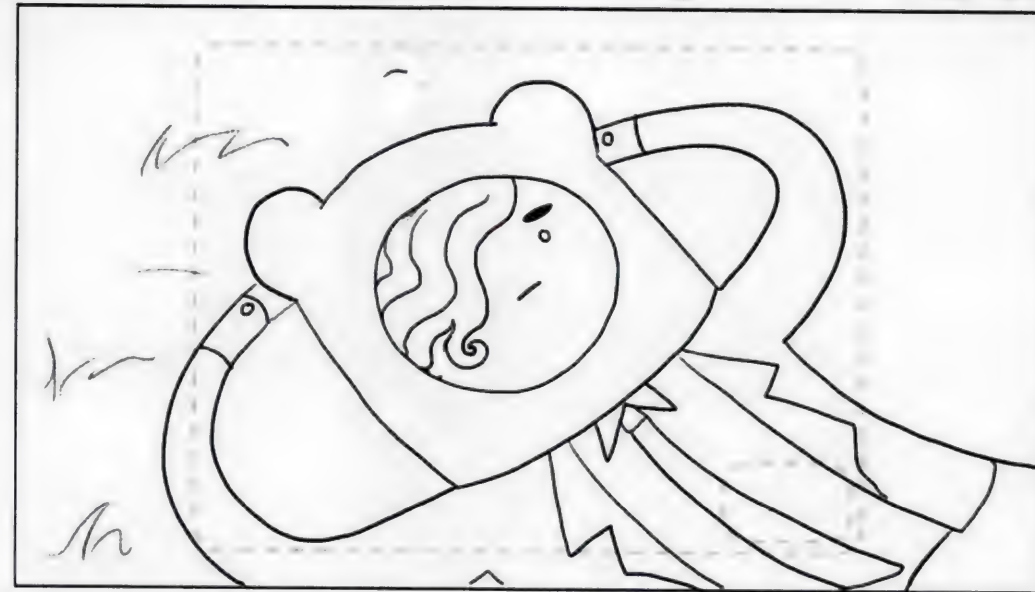


Sc. 144

Pnl. A

Bg.

day night



EPISODE # 1034-237

Dialog:

Ice Queen (narrates in V.O.) Lounged atop  
their comfortable sense of ennui

IK:<sup>(v.o.)</sup> Flynn, the human being...

FLYNN: \*Sighs\*

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Action: - B+W, like a New Wave movie.

Timing:

B & W



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# ADVENTURE TIME



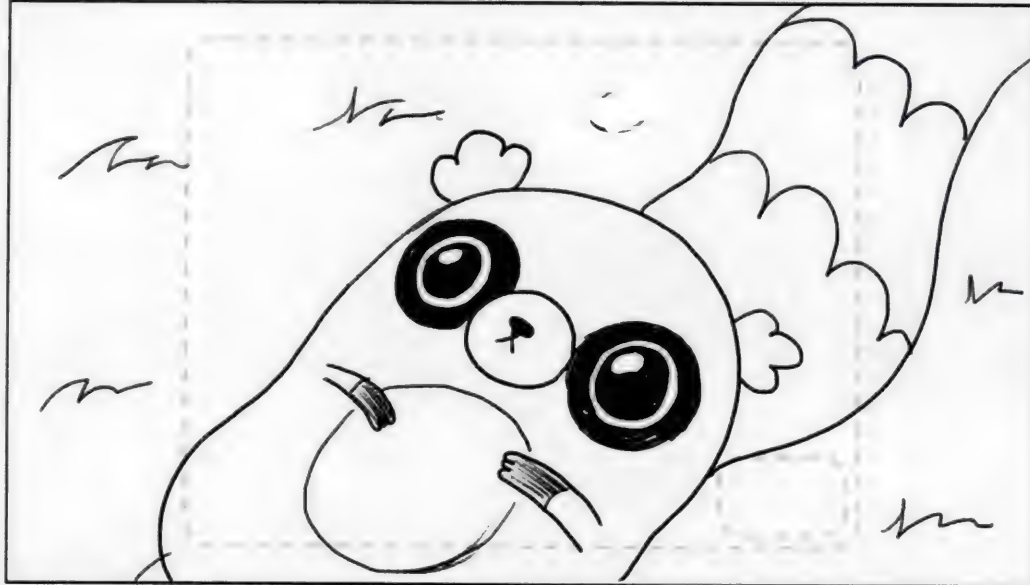
Page 252

Sc. 145

Pnl. A

Bg.

day night



Sc. 146

Pnl. A

Bg.

day night



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Production :

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Dialog: (v.o)

IK: And Jacques, the raccoon...

(v.o)

IK: listened to the Ice President read his fiction.

Action:

I closes his eyes.

Timing:



BW

BW

OCT 30 2015



ADVENTURE TIME



Page 253

Sc. 146 *CONT*

Pnl. B

Bg.

day night



I. PIES

"Lynn the Person looked at Janet and asked :

Action:

BW

Timing:

Sc. 146 *CONT*

Pnl. C

Bg.

day night



IP: (IP doing a female Lynn voice) "Am I my feelings? Do I exist because I can't stop feeling?"

BW

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# ADVENTURE TIME



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Sc. 146 *CONT* Pnl. D

Bg.

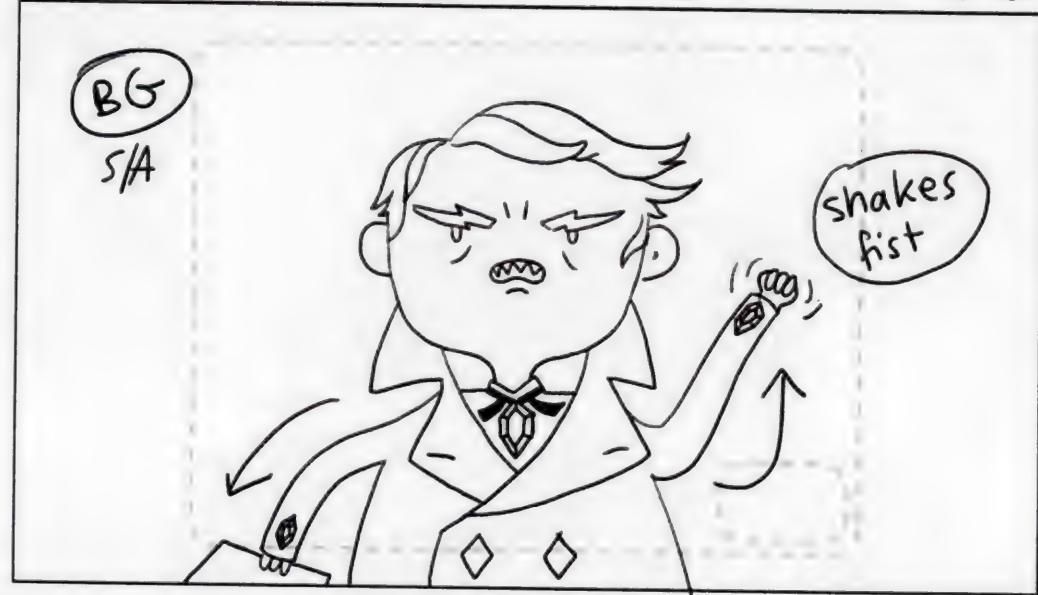
day night



Sc. 146 *CONT* Pnl. E

Bg.

day night



Dialog:

IP: Janet the fox answered her,

IP: "Feelings are action, and like all mortal action, they are doomed to failure."

Action:

BW

BW

Timing:

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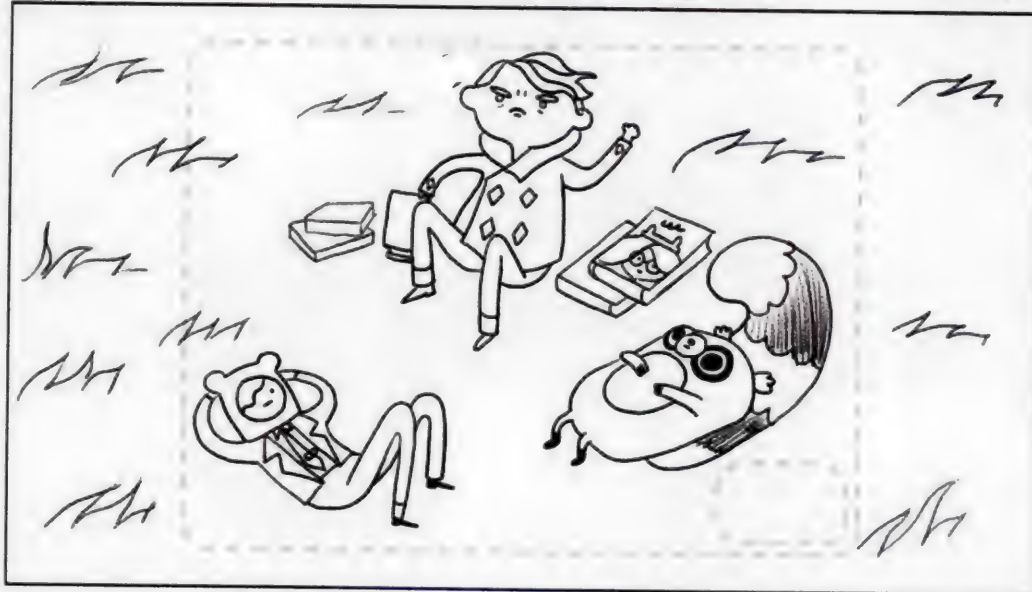
Page 255

Sc. 147

Pnl. A

Bg.

day night

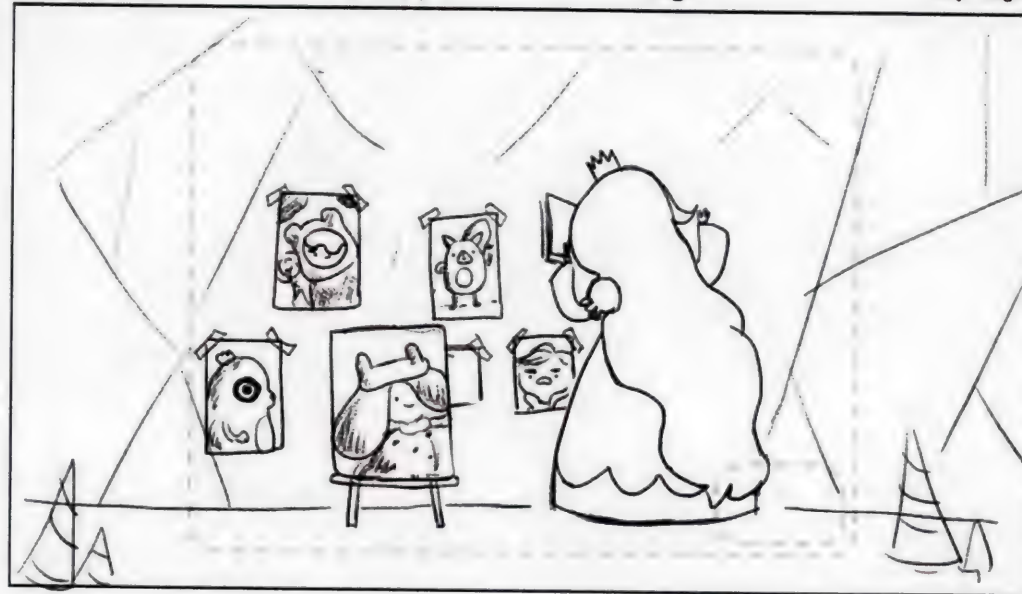


Sc. 148

Pnl. A

Bg.

day night



Dialog:

IQ (V.O.): Flynn and Jacques sighed, they totally got it.

IQ: The End!

Action:

BG SFX: \*CLAPPING\*

Timing:



(A)

BW ENDS

-CUT TO ICE KINGDOM, IQ FANART ON WALL.

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Production :

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ADVENTURE TIME



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Sc. 148 *CONT* Pnl. B

Bg.

day night

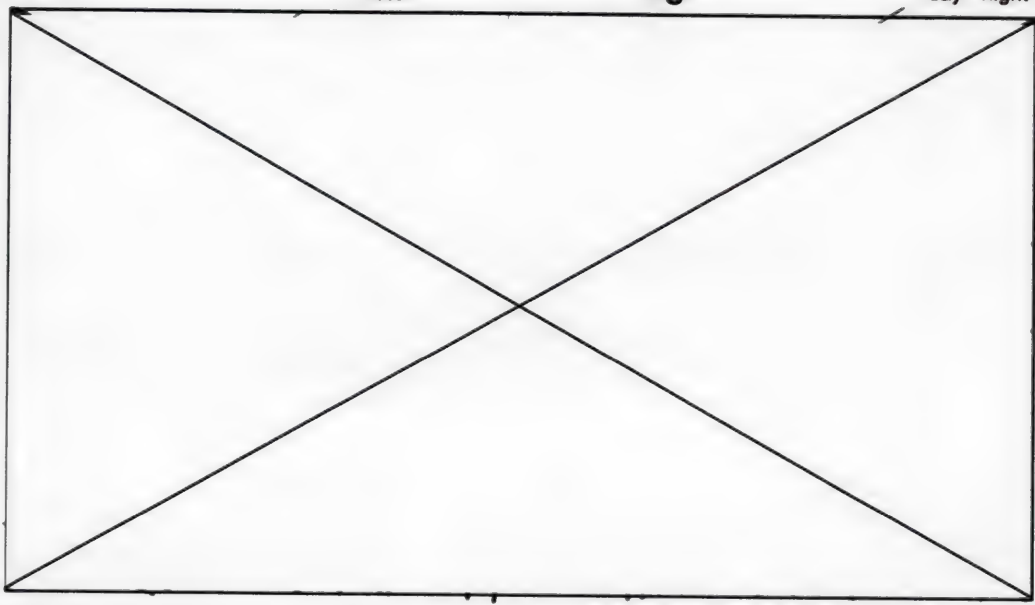


Sc.

Pnl.

Bg.

day night



Dialog:	
<u>IQ</u> : What do you guys think? Too philosophical?	
Action:	
- IQ TURNS.	- TRUCK IN ON IQ.
Timing:	

STZ  
Hair

IQ  
Rak  
S/A  
(B)

OCT 30 2015

EPISODE # 1034-237

Production :

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# ADVENTURE TIME



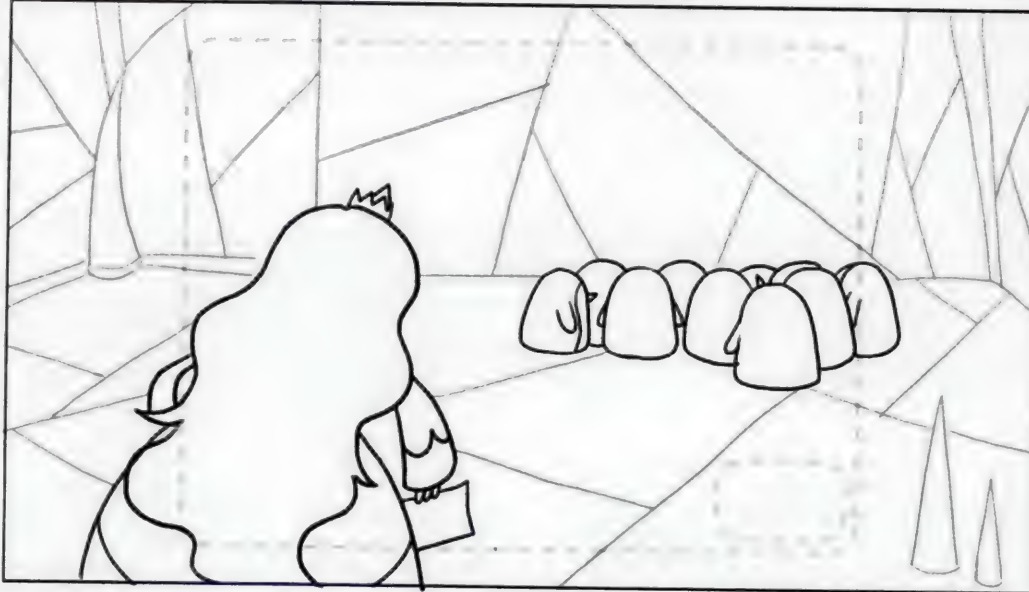
Page 257

Sc. 149

Pnl. A

Bg.

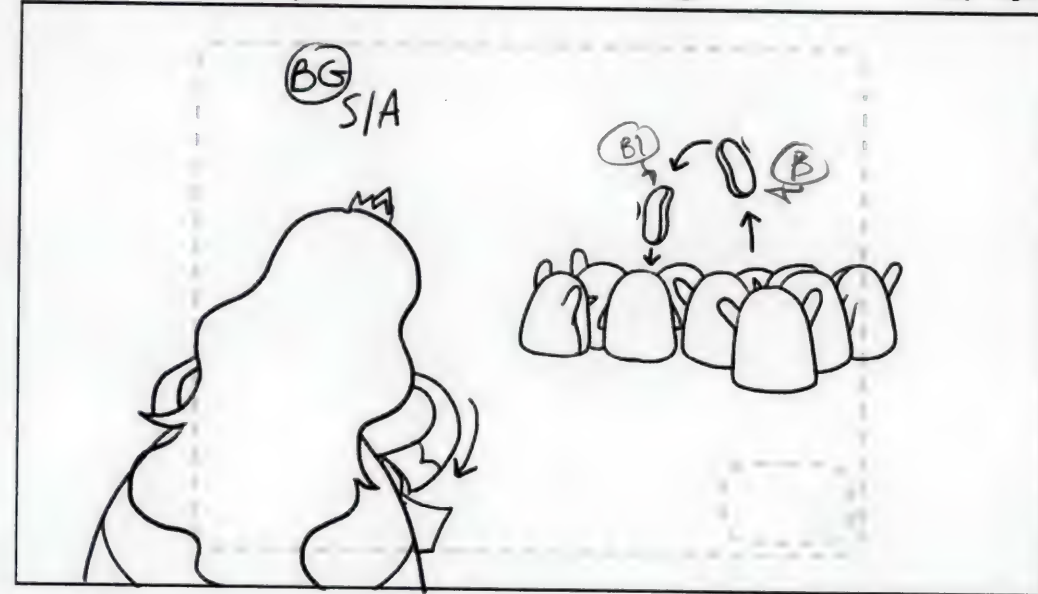
day night



Sc. 149 *cont* Pnl. B

Bg.

day night



EPISODE # 1034-237

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Production :

Dialog:

SFX: \* FLUTE MUSIC \*

Penguins : WENK WENK WENK!

Action: - IQ sees the penguins gathered at other end of the room, w/ their backs turned.

- Penguins clap and cheer.  
- FLAPJACK FLIPS IN AND OUT OF VIEW.

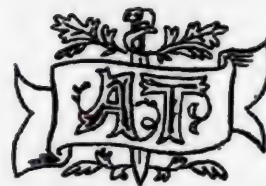
Timing:

OCT 30 2015

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# ADVENTURE TIME

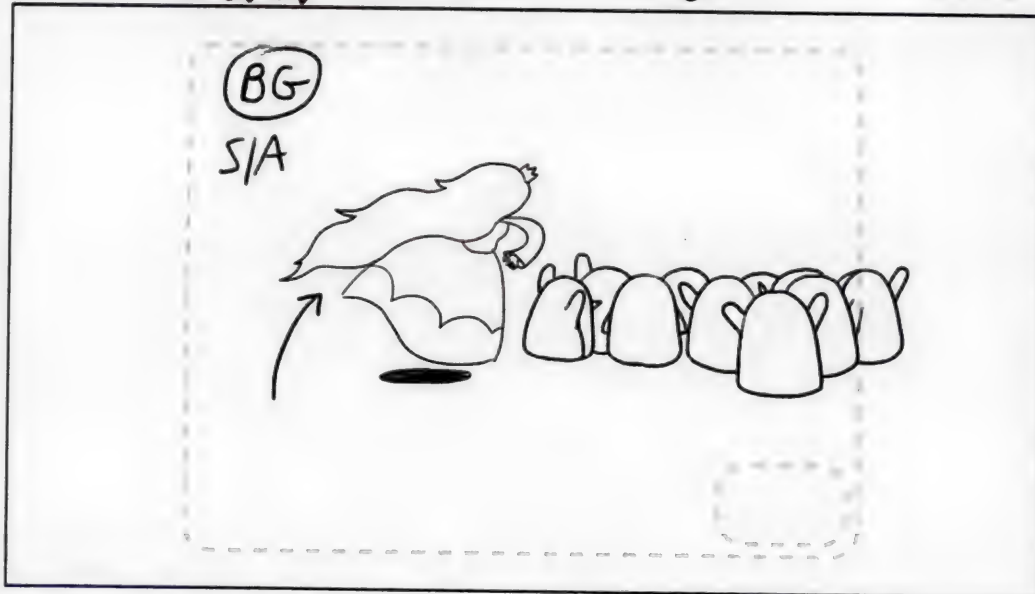


Page 258

Sc. 149 *cont* Pnl. C

Bg.

day night

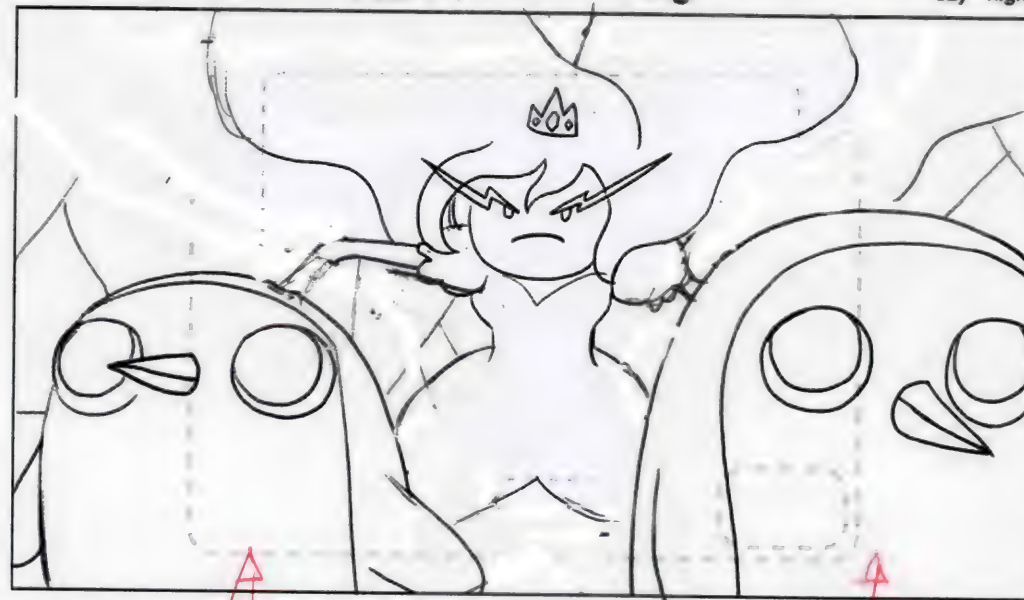


Sc. 150

Pnl. A

Bg.

day night



Dialog:

IQ: [grumbles]

Action:

- IQ floats over.

Timing:

OCT 30 2015

Production :

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# ADVENTURE TIME

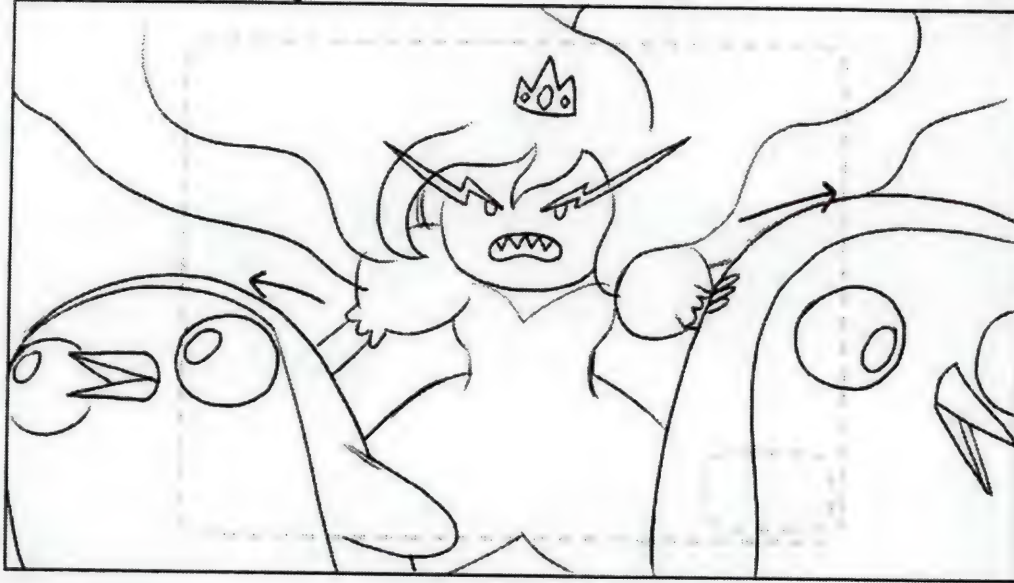


Page 259

Sc. 150 *cont* Pnl. B

Bg.

day night



Dialog:

IQ: Out of my way!

PENGUINS: WENK!

Action:

IQ pushes the penguins out of her way.

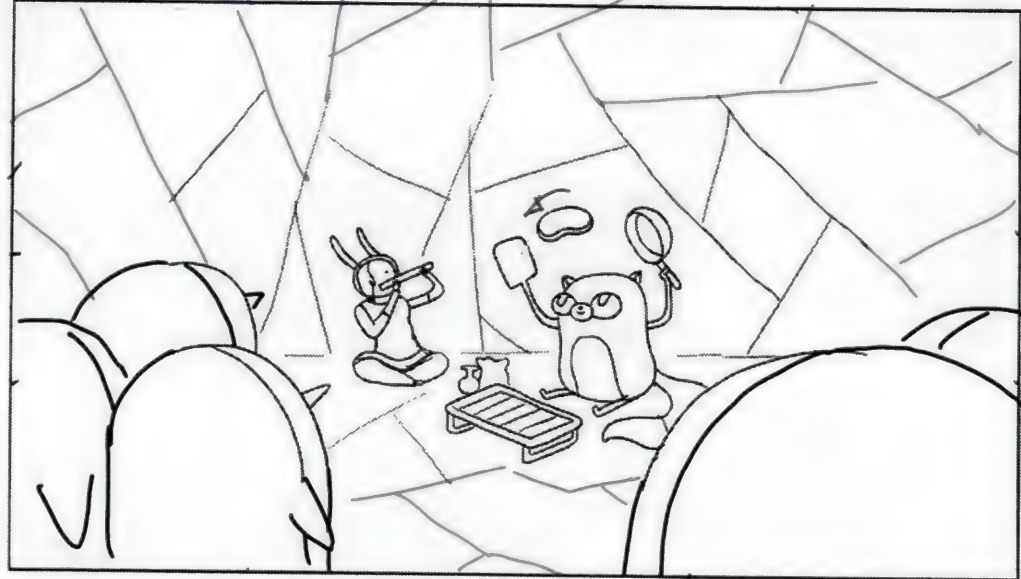
Timing:

Sc. 131

Pnl. A

Bg.

day night

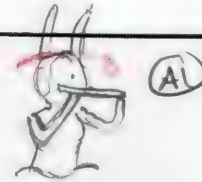


SFX:

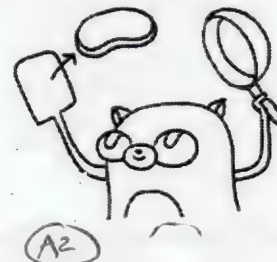
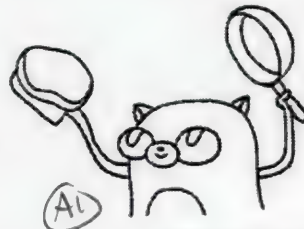
\* FLUTE \*

*CAKE! BLAZIN ->*

C flipping flapjacks.  
F playing the flute.



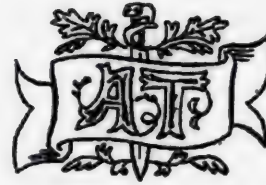
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Production :

# ADVENTURE TIME



NO  
SC  
153

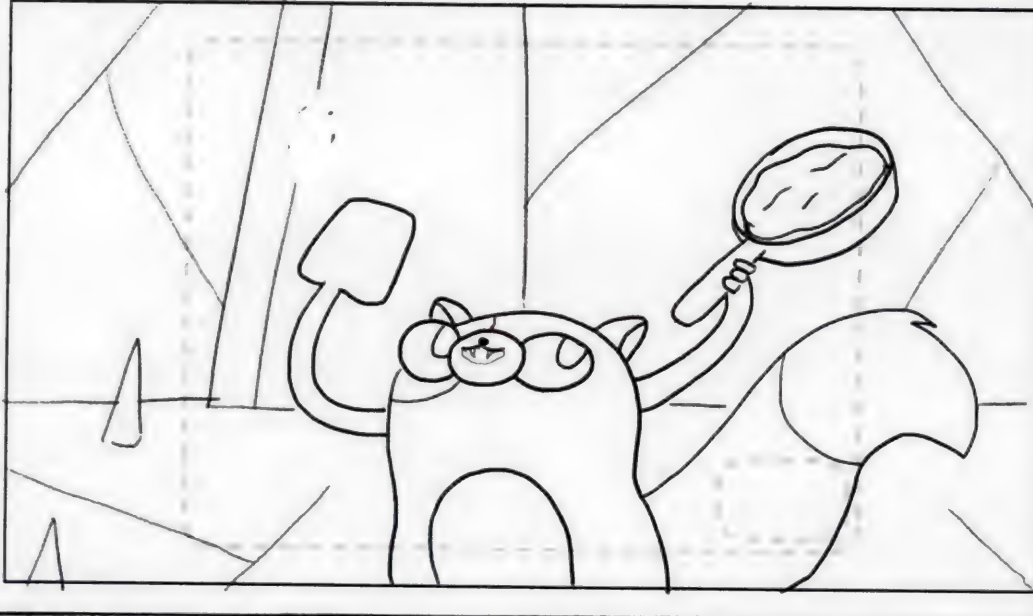
Page 260  
NO PG 261  
day night

Sc. 152

Pnl. A

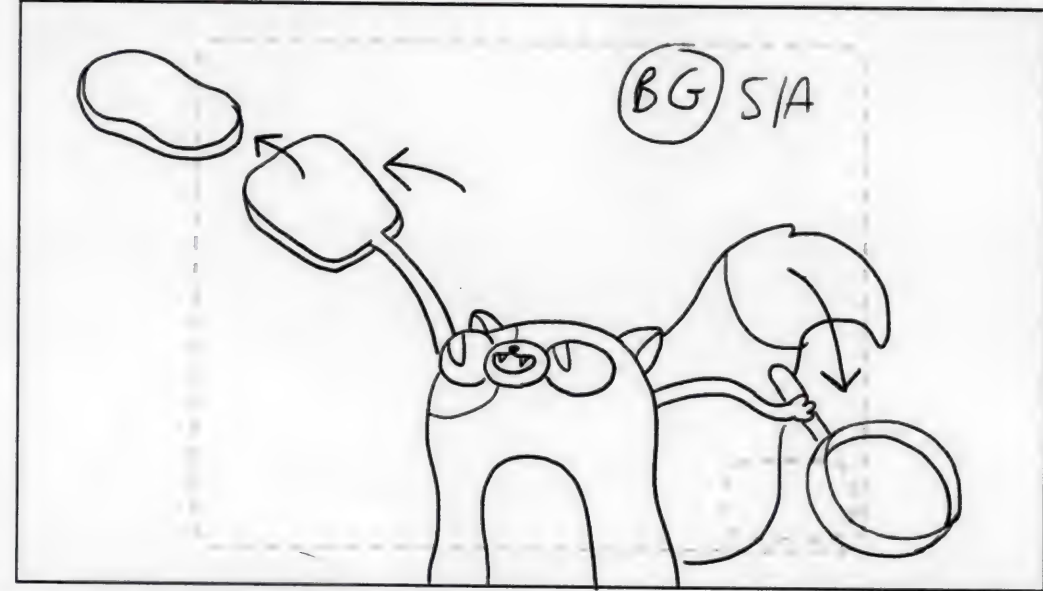
Bg.

day night



Sc. 152 *cont* Pnl. B

Bg.

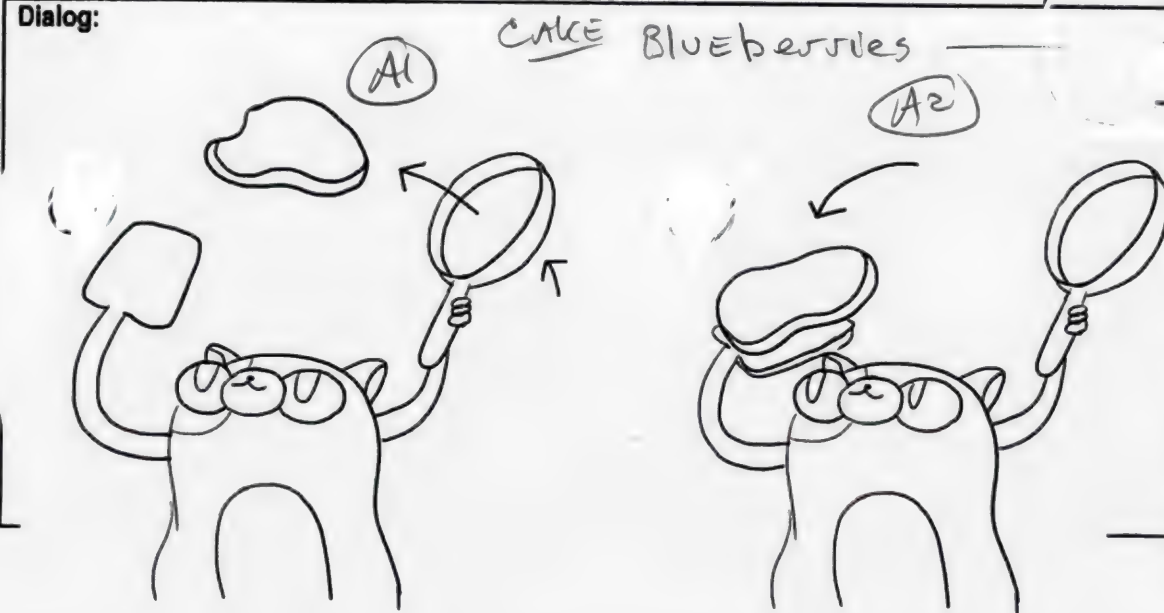


EPISODE # 1034-237

Dialog:

*cake* Blueberries

*cake* coming through!



- C. FLIPS FLAPJACK

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Production :

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# ADVENTURE TIME



Page 262

Sc. 134

Pnl. A

Bg.

day night

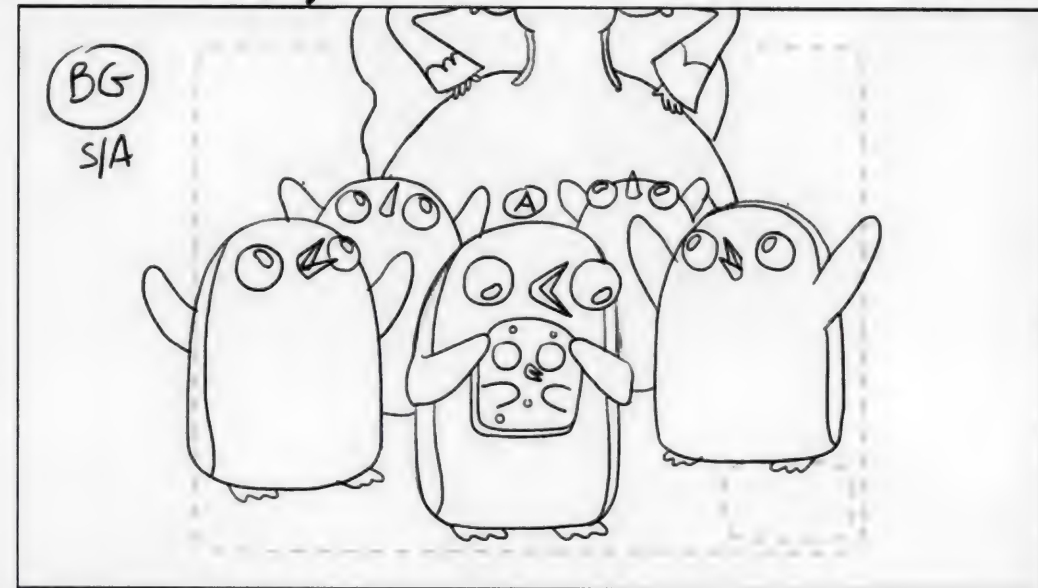


Sc. 134

~~CONT~~ Pnl. B

Bg.

day night



BG  
S/A

P: WENK! WENK! WENK!

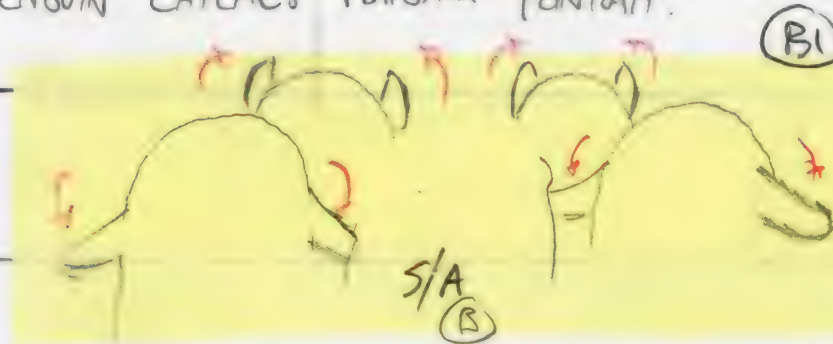
SFX: Penguins cheer

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- penguin reaches for the flapjack.

- PENGUIN CATCHES FLAPJACK PORTRAIT.

Timing:



S/A  
(B)

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Production :

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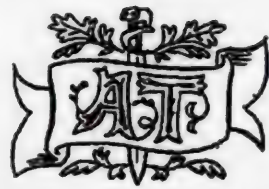
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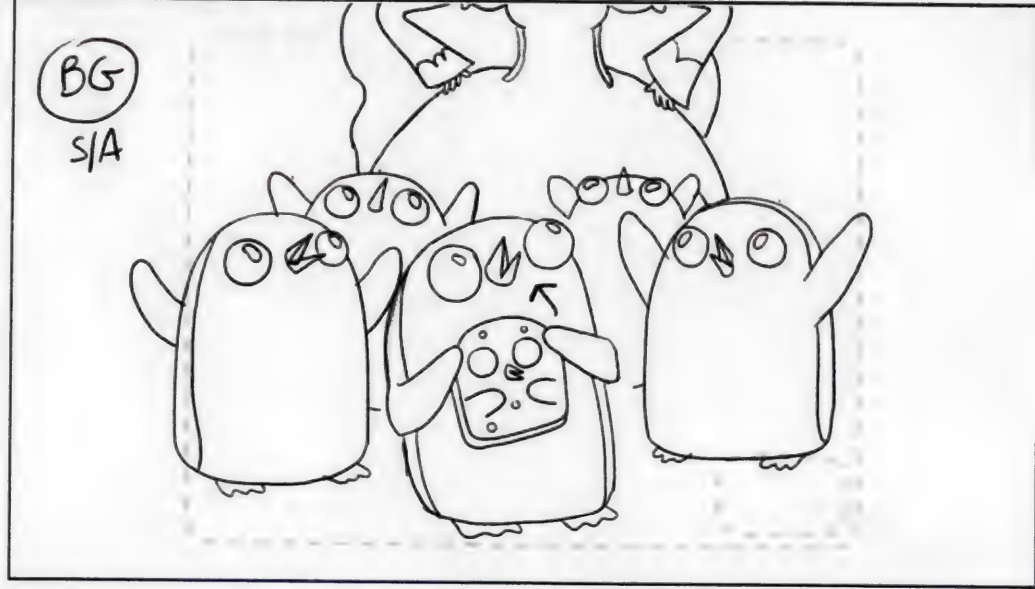


Page 263

Sc. 154 *CONT* Pnl. C

Bg.

day night



Dialog:  
IQ : You're ruining my literary reading!

Action:  
- penguins stop cheering

Timing:

Sc. 154 *CONT* - 2

Bg.

day night



- PAN UP TO IQ.

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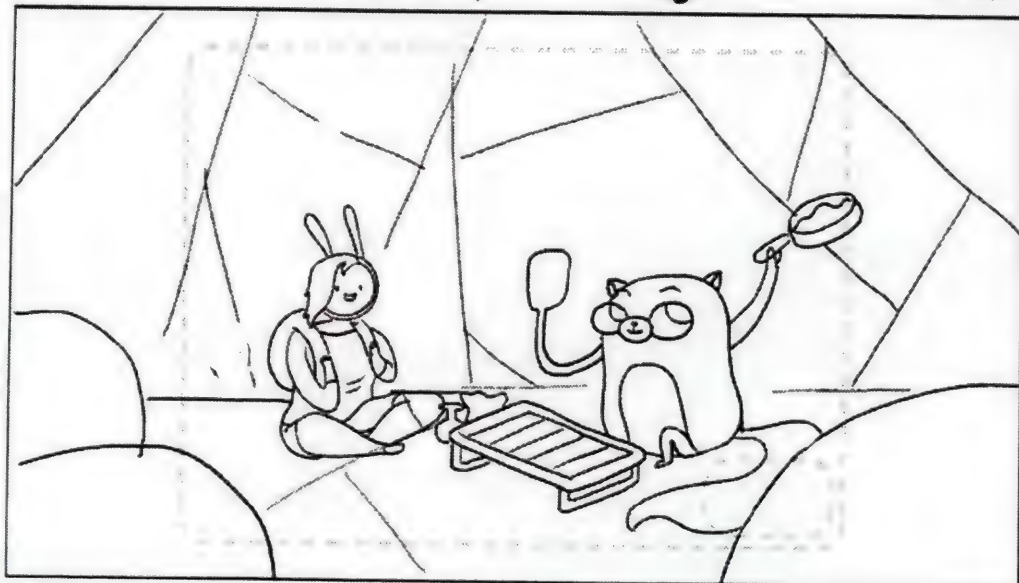


Sc. 155

Pnl. A

Bg.

day night

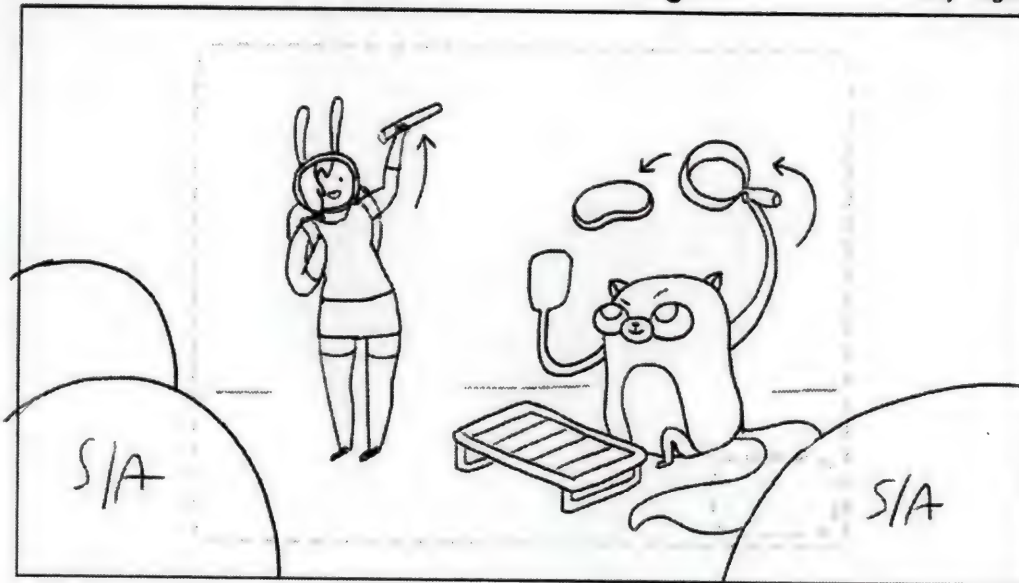


Sc. 155 *cont*

Pnl. B

Bg.

day night



Dialog:

F: Oh hey Ice Queen!

Action:

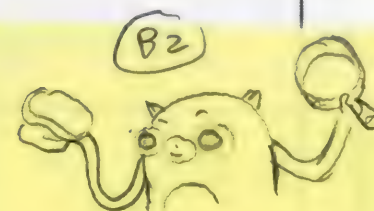
- F. STANDS UP.

Timing:



F: Do you want Cake  
to make your flapjack portrait?

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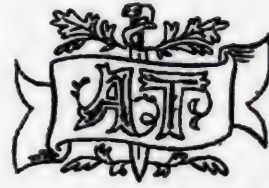


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ADVENTURE TIME



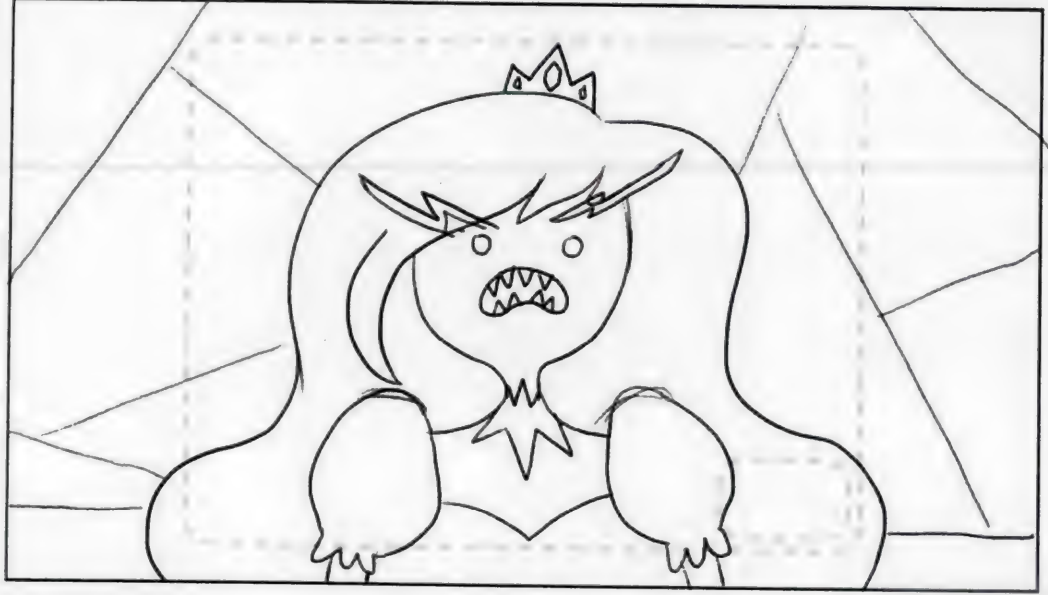
Page 265

Sc. 156

Pnl. A

Bg.

day night

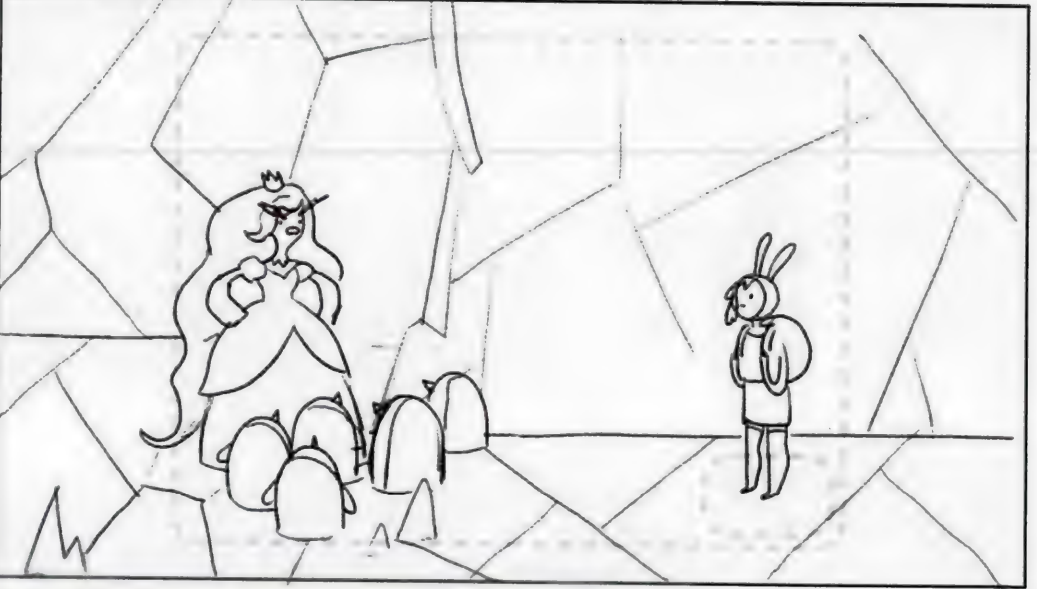


Sc. 157

Pnl. A

Bg.

day night

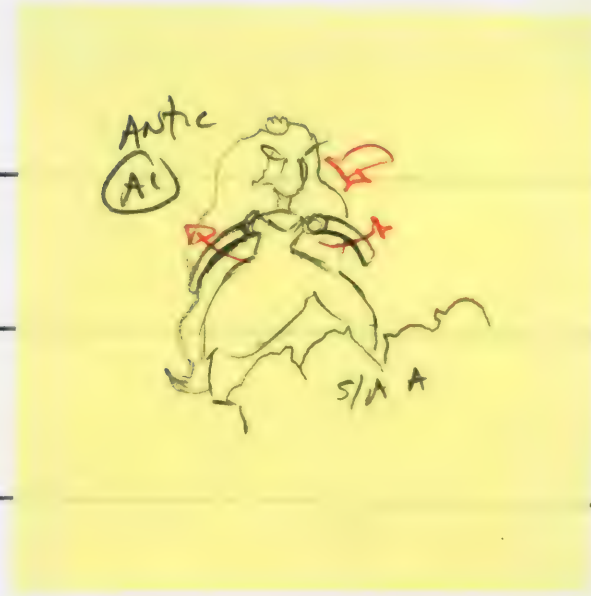


Dialog:

IQ: Why Ye-- No, I mean NO!

Action:

Timing:



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# ADVENTURE TIME



Page 266

Sc. 157 *cont* Pnl. B

Bg.

day night



Sc. 157 *cont* Pnl. C

Bg.

day night



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Dialog:

IQ: Why don't you table this for now

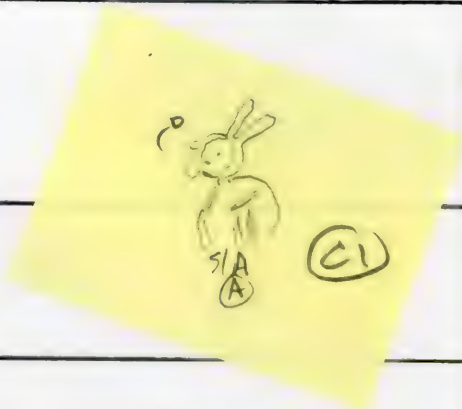
IQ: So I can,

SFX: \*ZAP\*

Action:

- IQ FLIES

- IQ CHARGES UP MAGIC.



Timing:

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Production :

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# ADVENTURE TIME



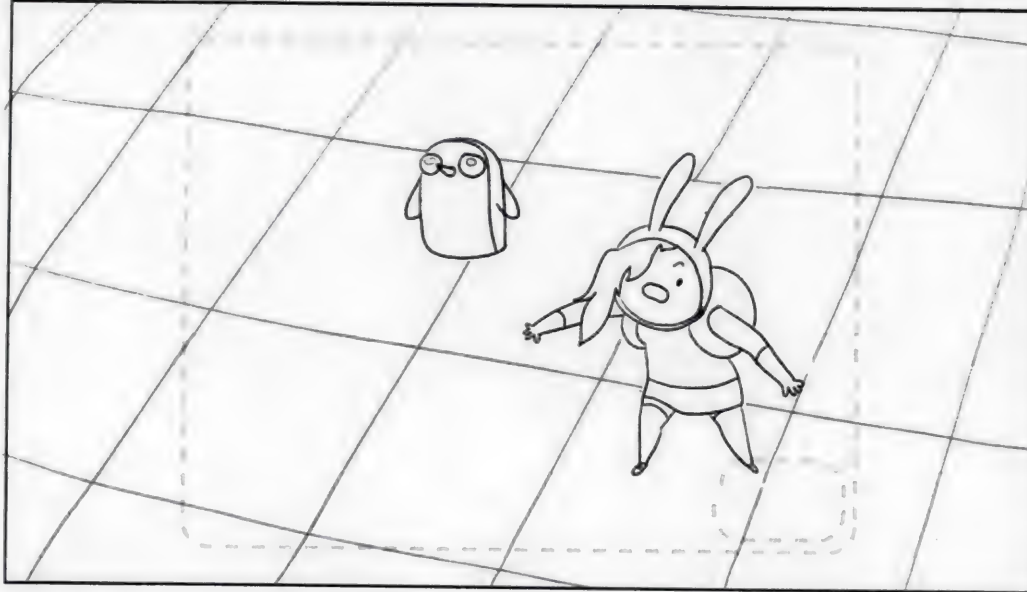
Page 267

Sc. 158

Pnl. A

Bg.

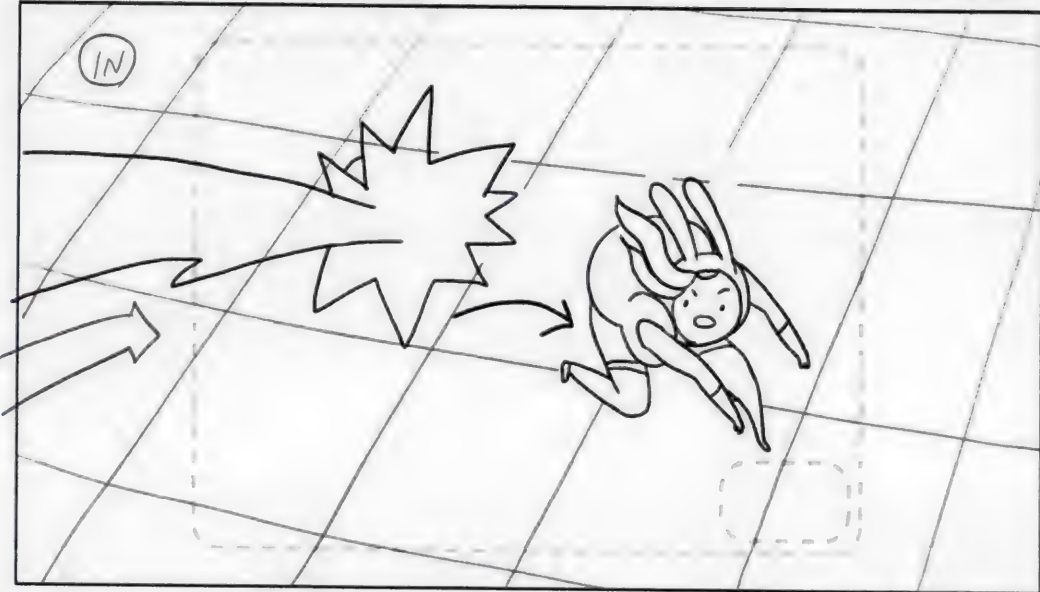
day night



Sc. 158 *CONT* Pnl. B

Bg.

day night



EPISODE # 1034-237

Production :

Dialog:

(O/S)  
IQ: DESTROY YOU!

Action:

- ICE BLAST HITS PENGUIN.  
- F. PODGES.

Timing:

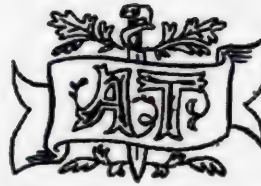
OCT 30 2015

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# ADVENTURE TIME

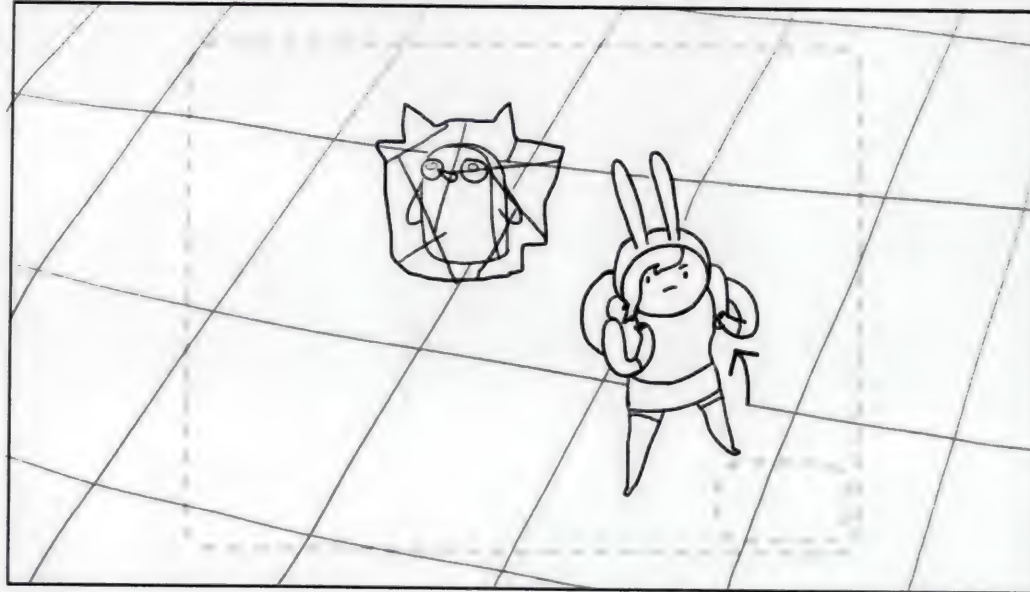


Page 268

Sc. 158 *CONT* Pnl. C

Bg.

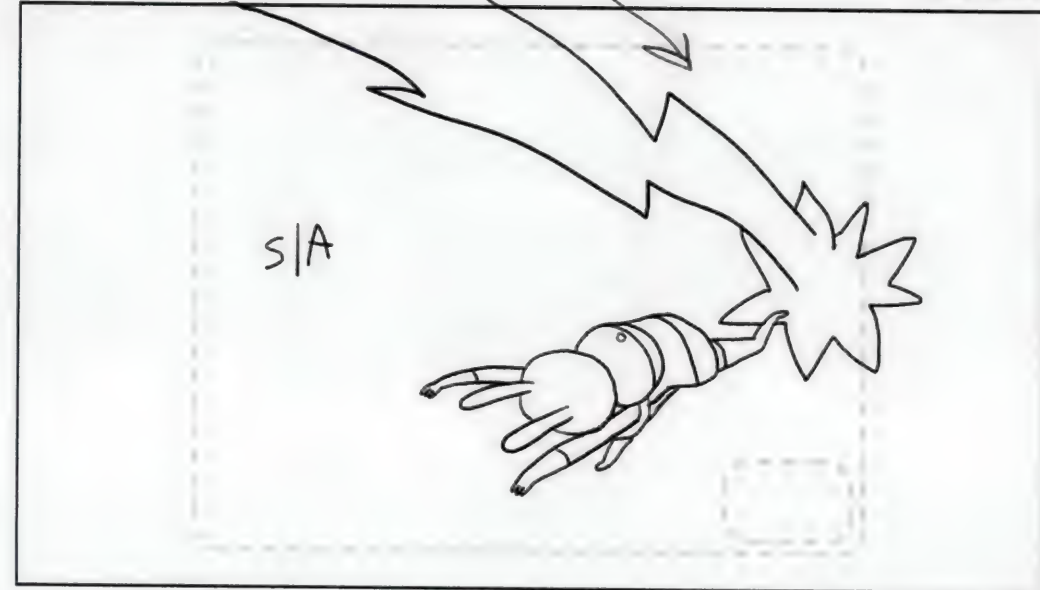
day night



Sc. 158 *CONT* Pnl. D

Bg.

day night



Dialog:

Sfx: \*ZAP\*

Action:

- ICE BOLT HITS NEXT TO HONNA.

Timing:

OCT 30 2015

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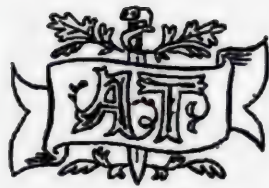
EPISODE #

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ADVENTURE TIME

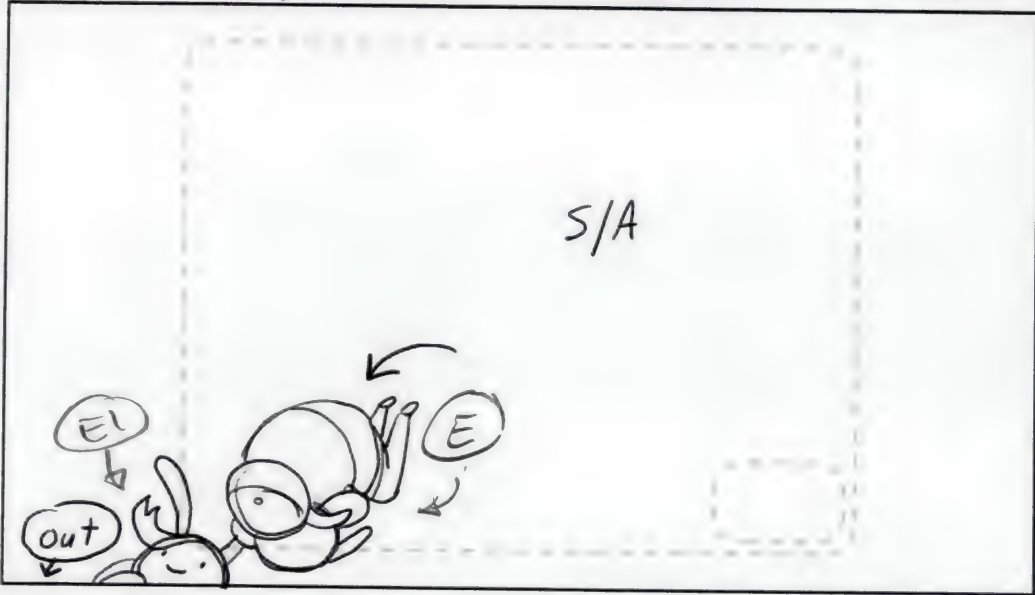


Page 269

Sc. 138 *CONT* Pnl. E

Bg.

day night

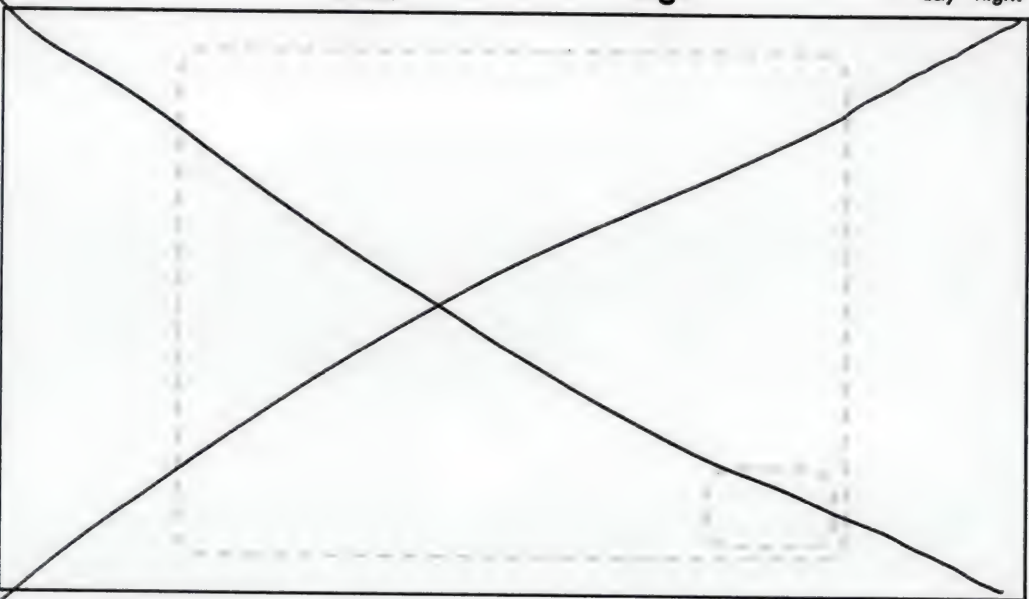


Sc.

Pnl.

Bg.

day night



Dialog:
Action: (F) Rolls out of frame.
Timing:

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ADVENTURE TIME



NO  
SC  
161

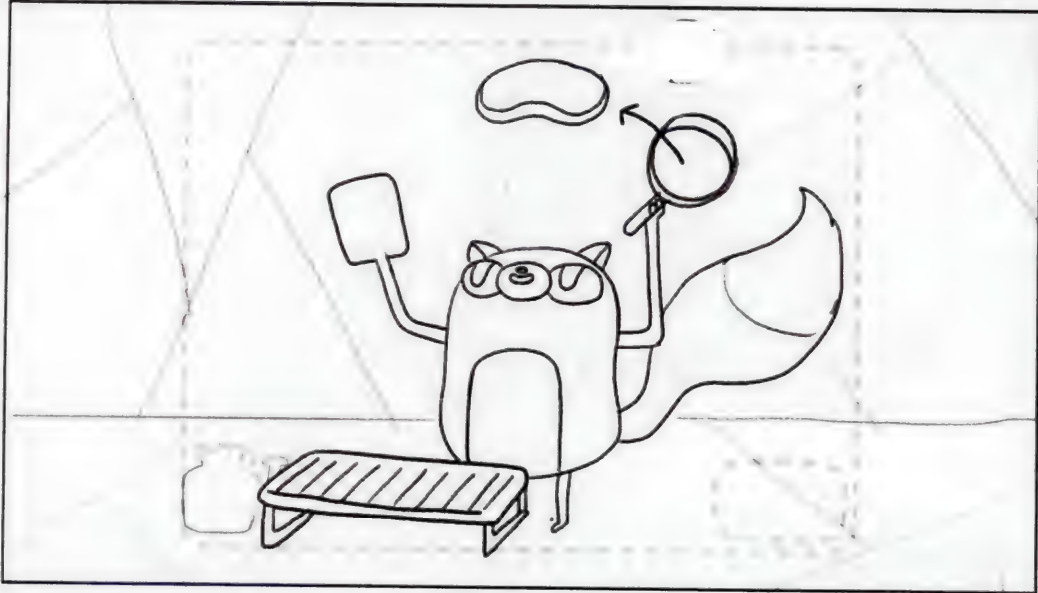
Page 270  
NO PG 271  
day night

Sc. 139

Pnl. A

Bg.

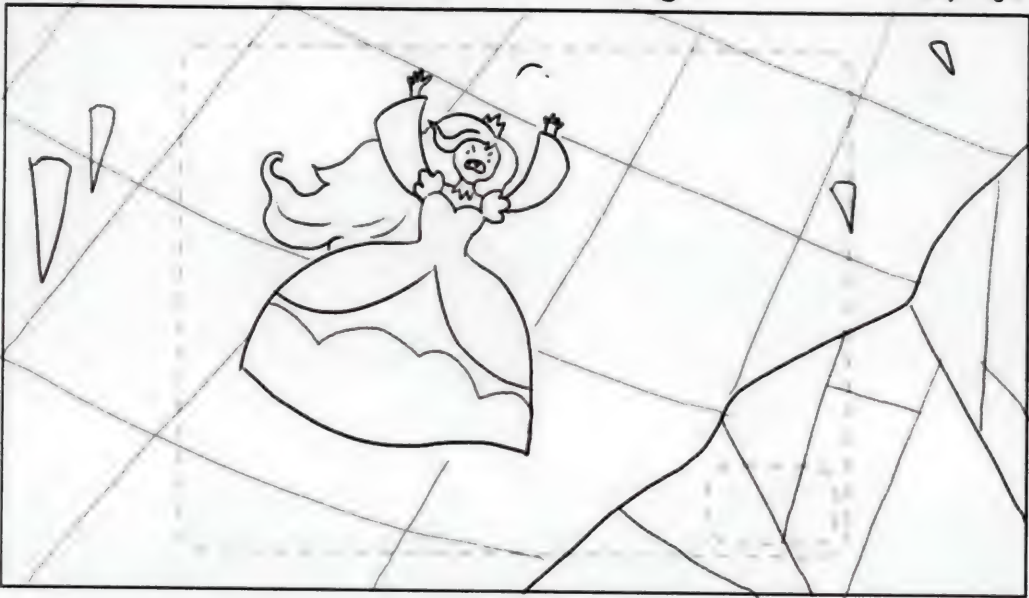
day night



Sc. 160

Pnl. A

Bg.



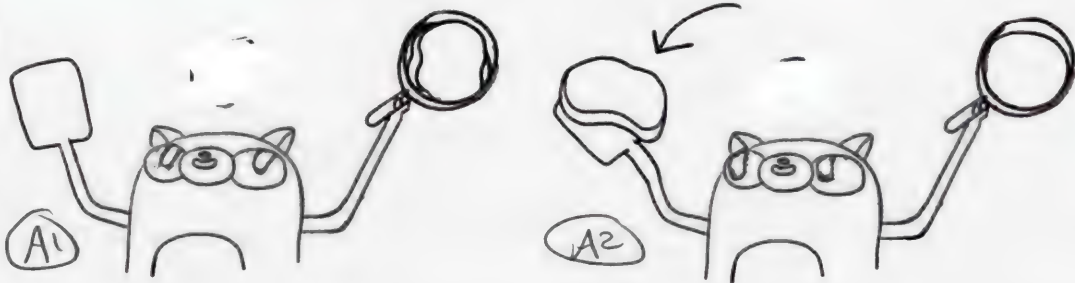
Dialog:

C: Ooo Yes, this is some great source material! IQ: RAH!

Action:

SFX: zapping in the BG

Timing



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Production :

# ADVENTURE TIME



Page 272

Sc.

Pnl.

Bg.

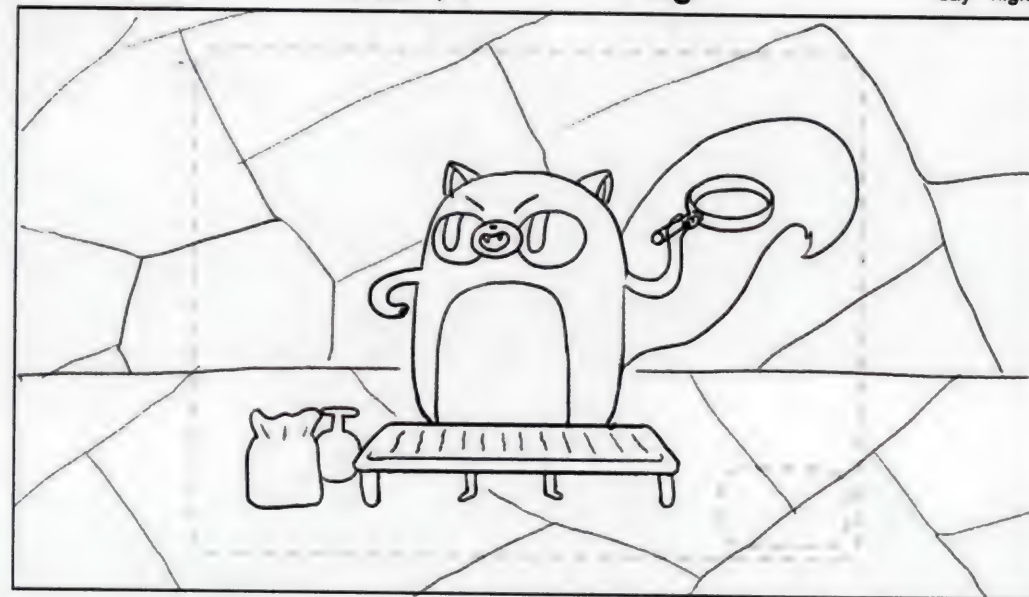
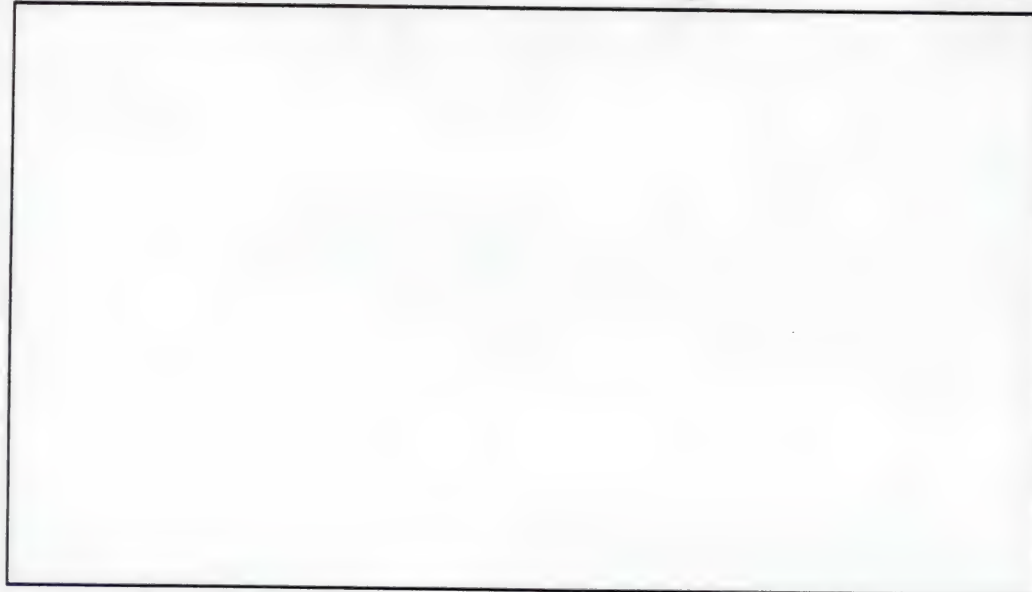
day night

Sc. 162

Pnl. A

Bg.

day night



EPISODE # **1034-237**

Dialog:

C: Hang on to your turkeys, because I'm about to make,

Action:

Timing:

OCT 30 2015

Production :

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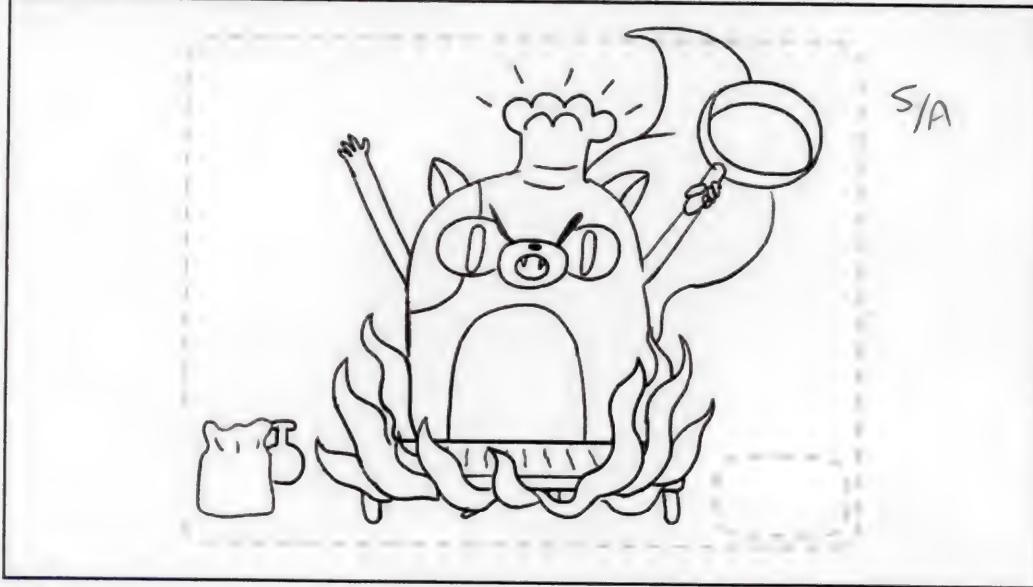
# ADVENTURE TIME



Sc. 162 *cont* Pnl. B

Bg.

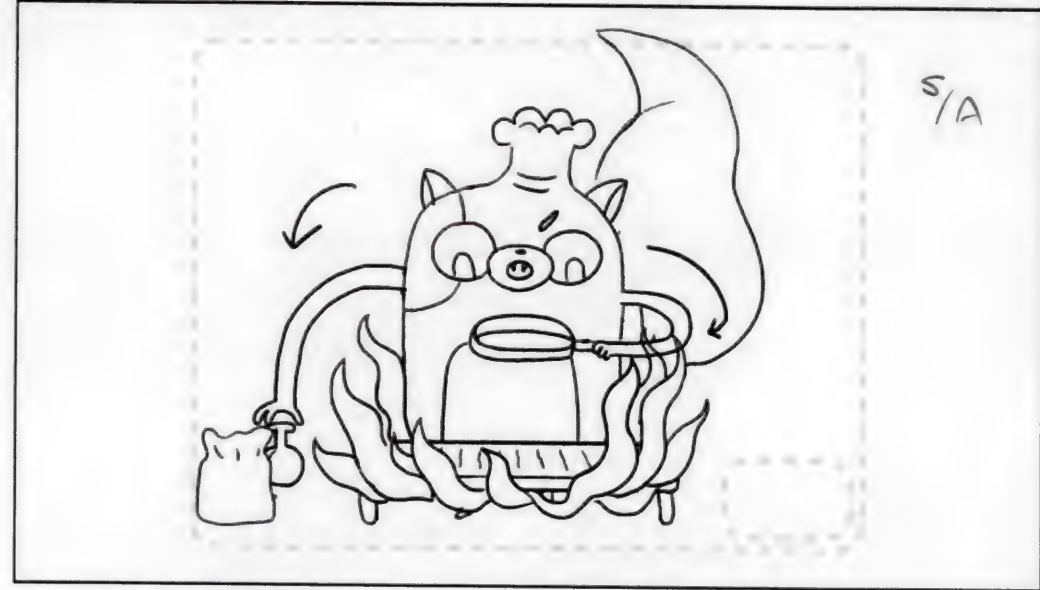
day night



Sc. 162 *cont* Pnl. C

Bg.

day night



Dialog:

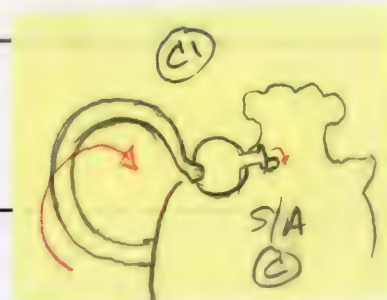
C: The toughest flapjack ever!

sfx: Pop

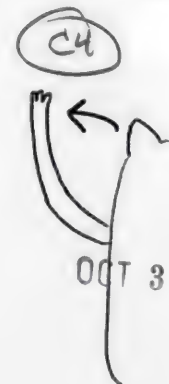
Action:

C grows a chef hat. The fire gets wilder.

Timing:



C: I just need to add some Purple Chicken milk,



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# ADVENTURE TIME



Page 274

Sc. 162 *cont* Pnl. D

Bg.

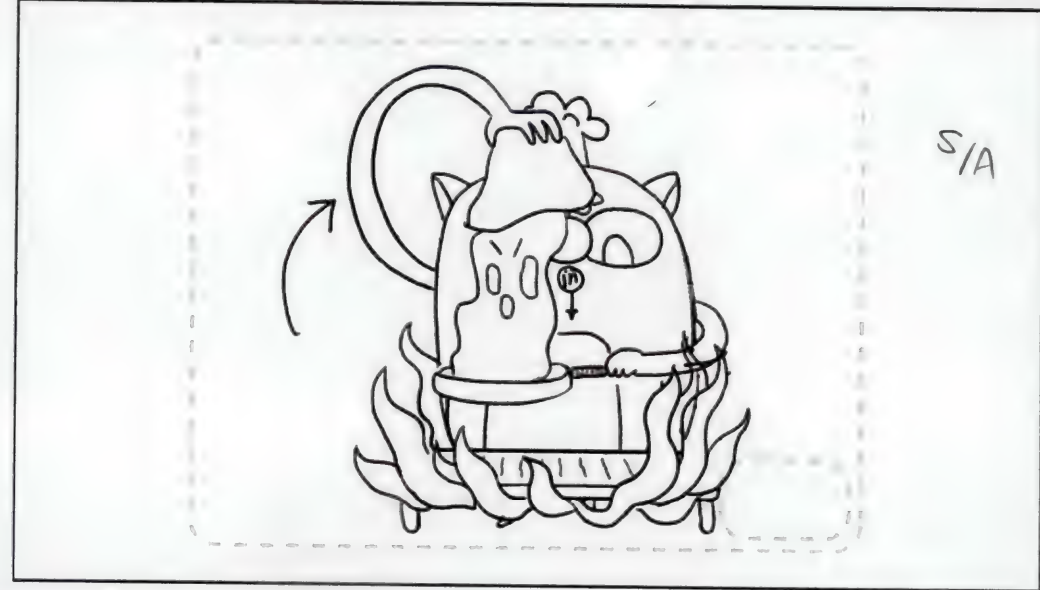
day night



Sc. 162 *cont* Pnl. E

Bg.

day night



EPISODE # 1034-237

1034/237

Dialog:

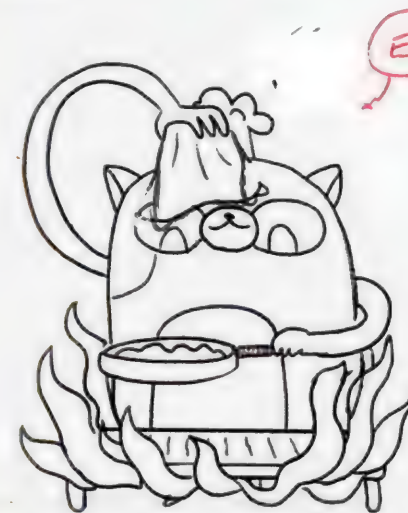
C:: dramatic cornmeal.

Actio

Timin



cornmeal: NOooo!



Empties  
Bag

OCT 30 2015

Production :

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# ADVENTURE TIME



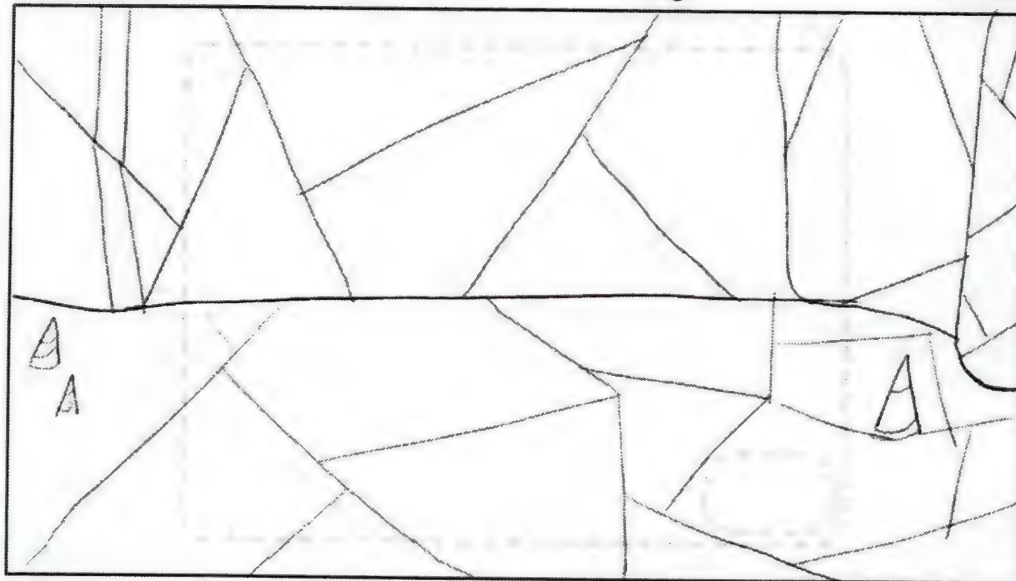
Page 275

Sc. 103

Pnl. A

Bg.

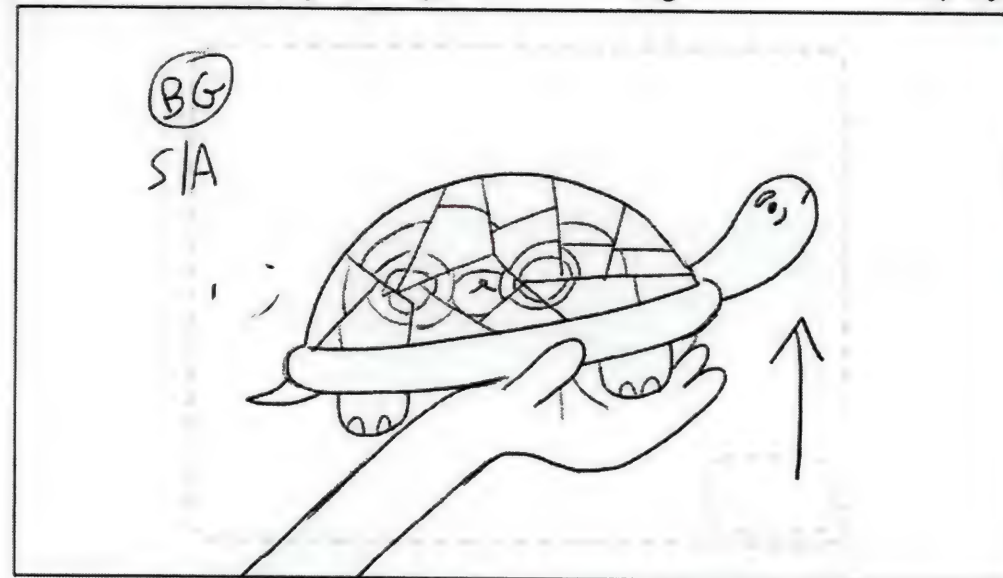
day night



Sc. 103 *cont* Pnl. B

Bg.

day night



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EPISODE #

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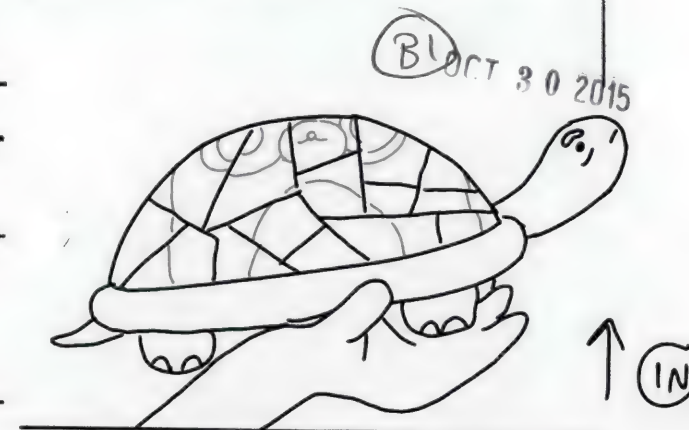
Dialog:

C: And the tears of this reflective turtle.

Action:

- LAKE HOLDS UP A shiny, silver turtle

Timing:



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ADVENTURE TIME



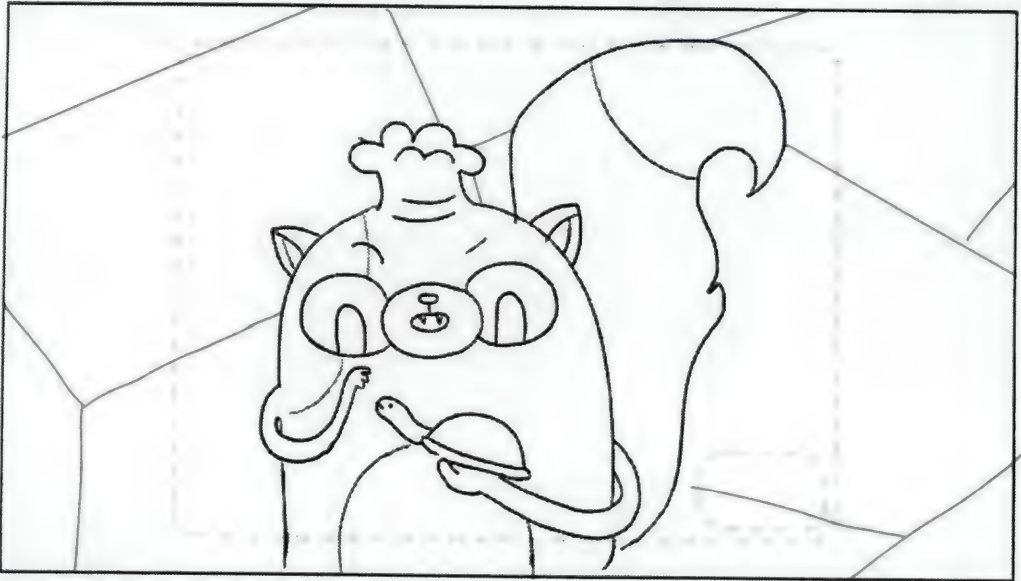
Page 276

Sc. 164

Pnl. A

Bg.

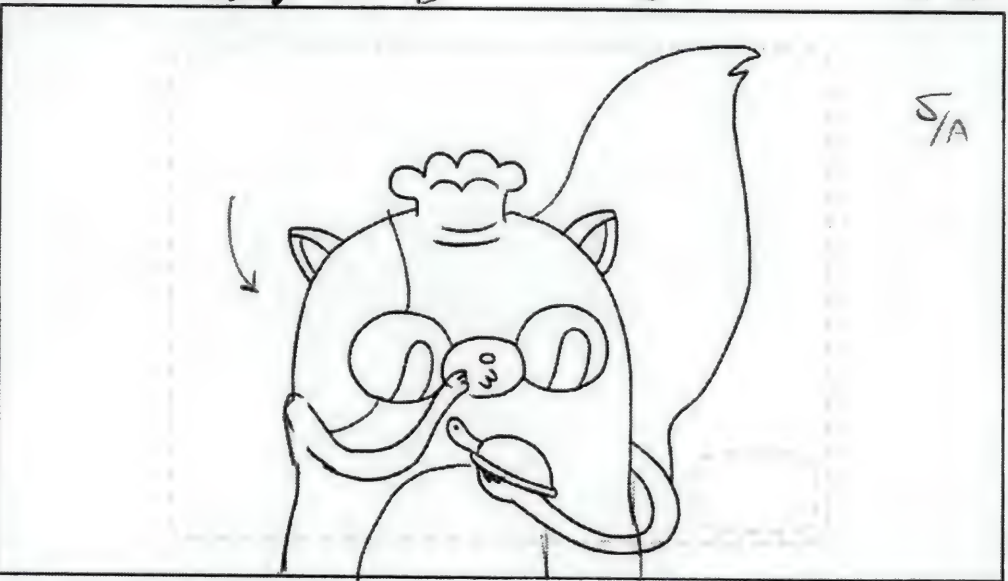
day night



Sc. 164 *cont* Pnl. B

Bg.

day night



Dialog:	<u>C</u> (whispering): You will outlive everyone You love.
Action:	OCT 30 2015
Timing:	

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Production :

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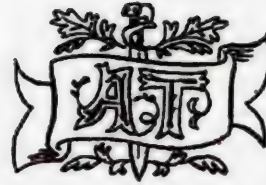
1034'237

1034/237

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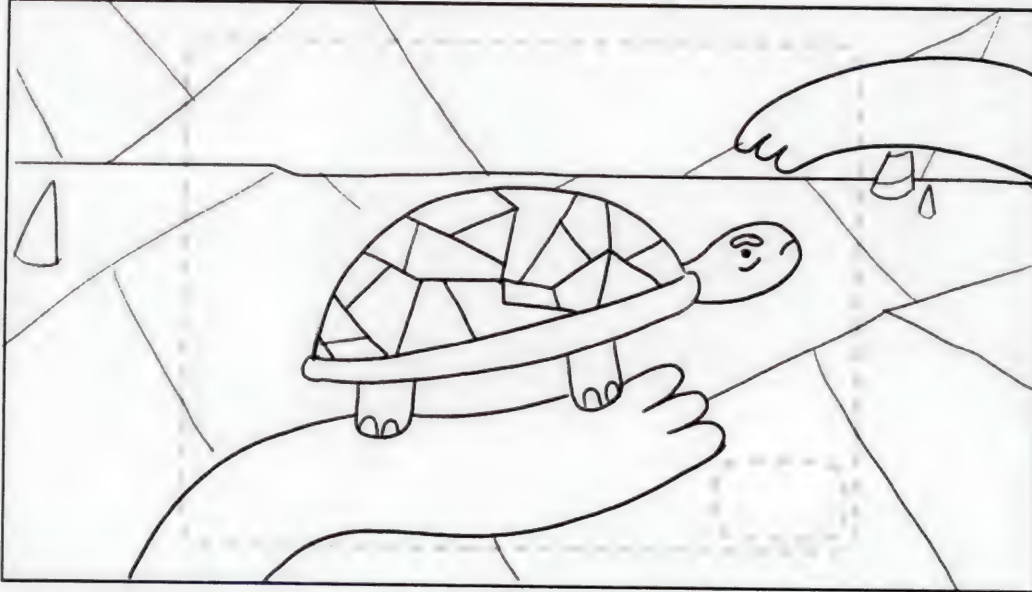


Sc. 165

Pnl. A

Bg.

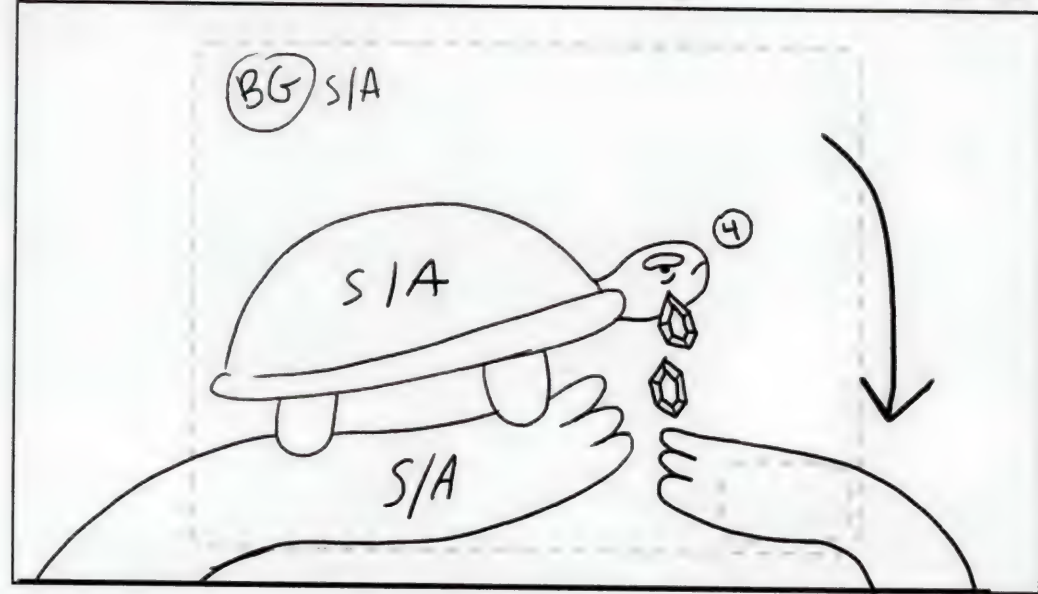
day night



Sc. 165 *CONT* Pnl. B

Bg.

day night



Dialog:

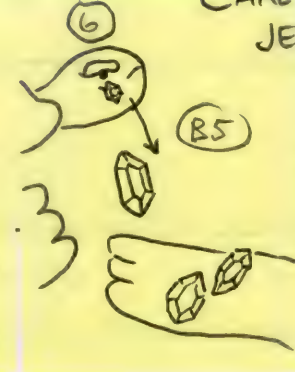
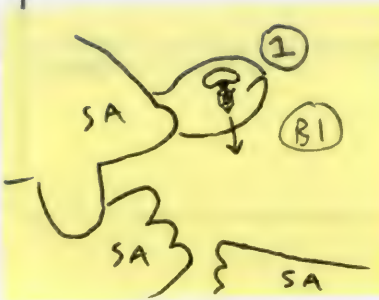
*(Co/r)*  
C: Cry for me little mama.

Action:

Turtle thinks it over

-T cries angrily

- CAKE CATCHES JEWEL TEARS.



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# ADVENTURE TIME

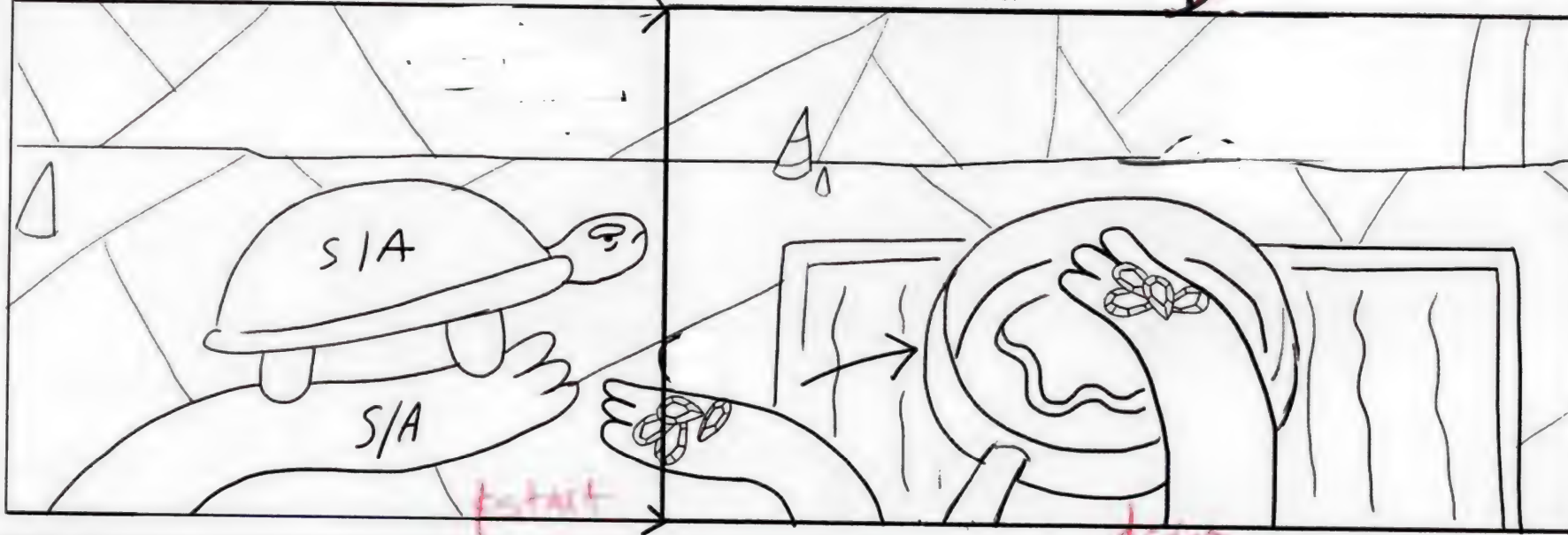


Page 278  
day night

Sc. 165 CONT Pnl. C

Bg.

day night



Dialog:

Action:

- PAN RIGHT TO PAN W/ CAKE.

Timing:

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Production :

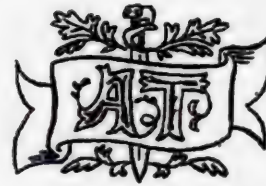
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1034/237

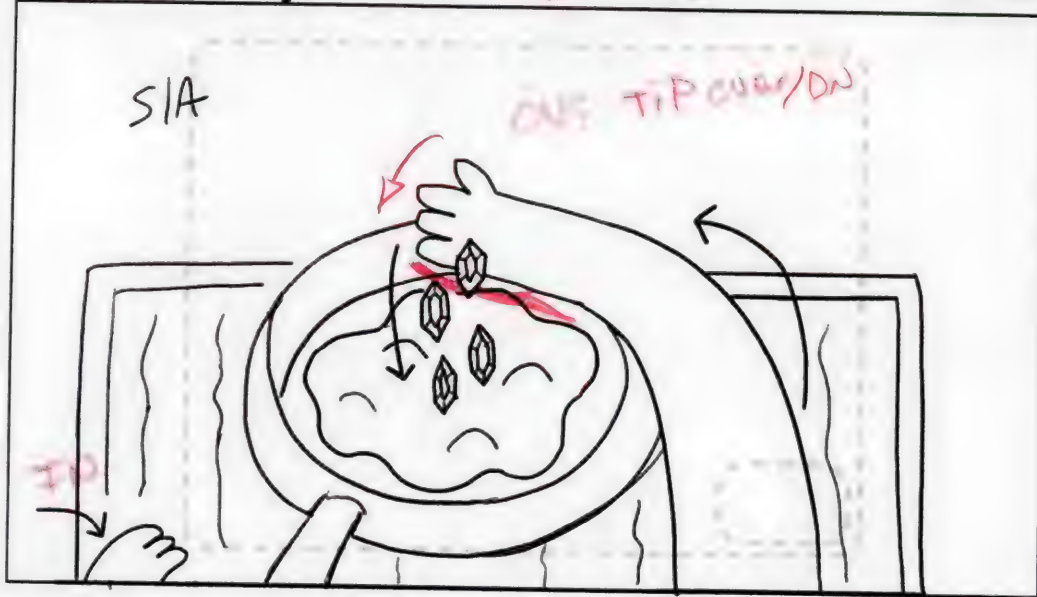
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# ADVENTURE TIME



Sc. 105 *CONT* Pnl. *E* Bg.

day night



Page *279*

Sc. 105 *CONT* Pnl. *F* Bg.

day night



Dialog:

Action:

-C. DROPS TEARS INTO FLAPJACKS.

Timing:

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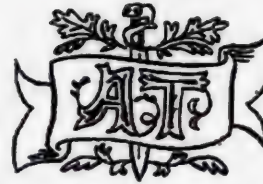
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Production :

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# ADVENTURE TIME

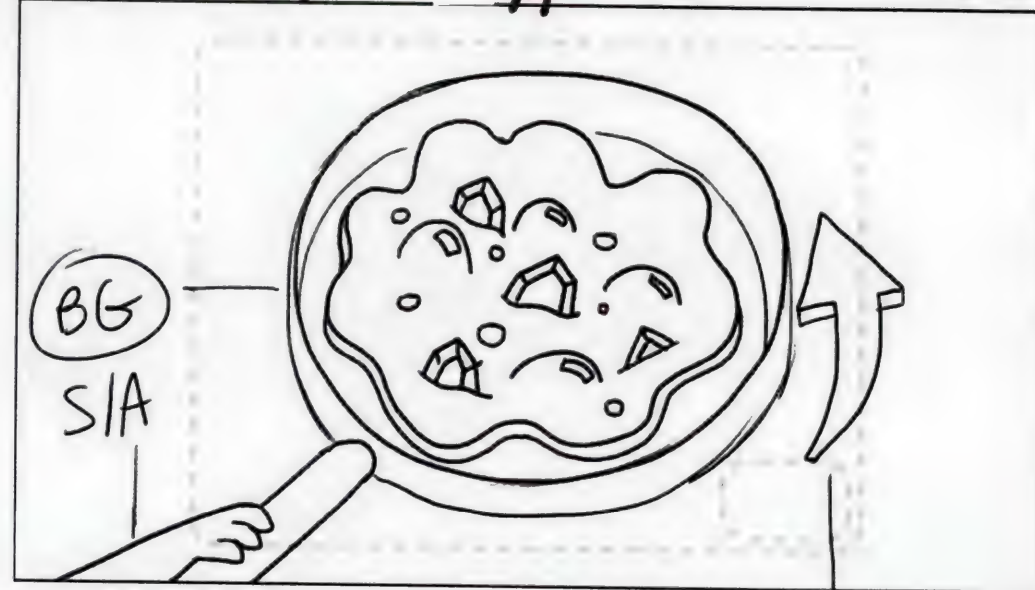


Page 280

Sc. 105 cont Pnl. G Bg. day night



Sc. 105 cont Pnl. H Bg. day night



Dialog:

SFX: \* SSSS \*

Action:

C lifts the pan

Timing:

OCT 30 2015

EPISODE # 1034-237  
Production :

1034/237

1034/237

1034/237

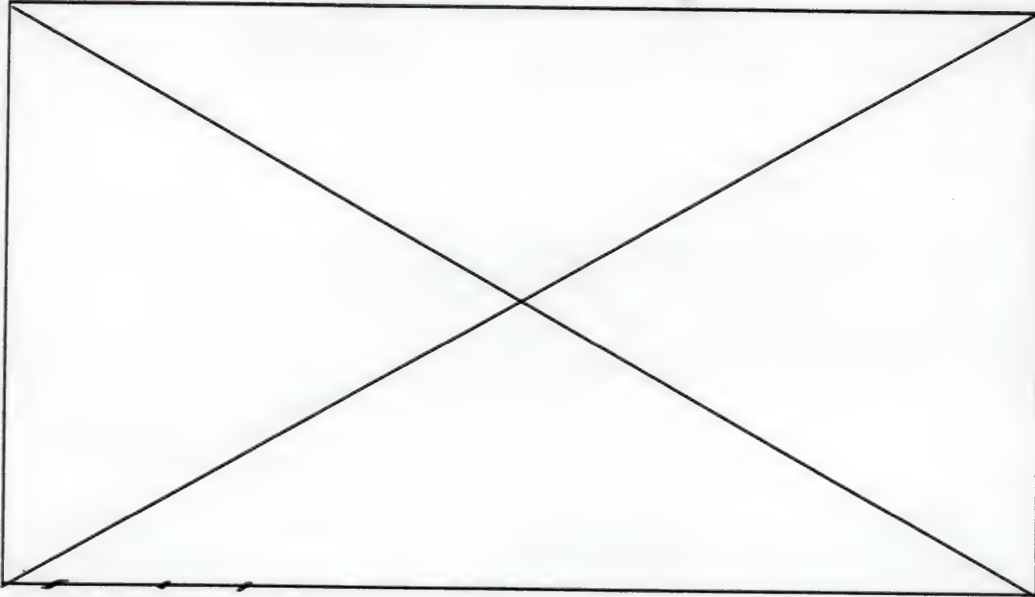


ADVENTURE TIME



Page 281

Sc. Pnl. Bg. day night



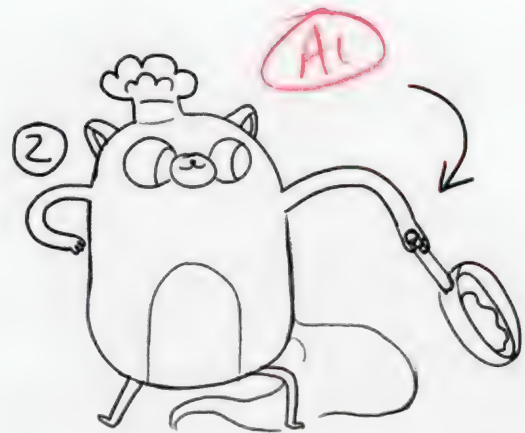
Sc. 166 Pnl. A Bg. day night



Dialog:

Action:

Timing:



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EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

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Sc. 166 PnL. B  
CONT

pg. 282

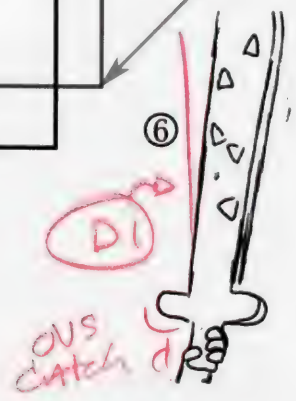
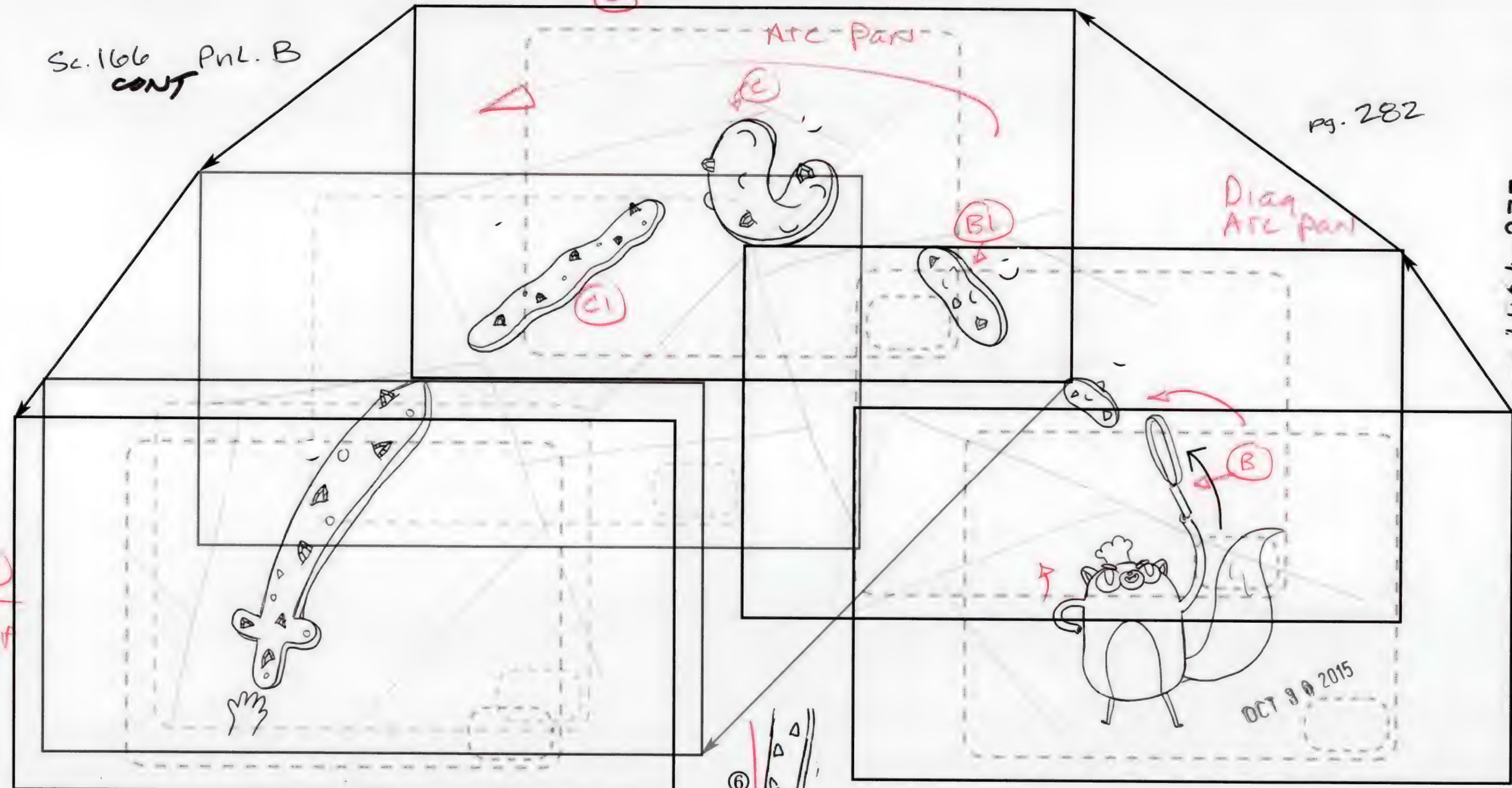
1034-237

1034/237

3/10  
A

1034/237

Stop



C: Here, Fiona!

C throws the flapjack in the air,  
the camera follows it as it stretches  
and turns into a flapjack sword.

1034/237



# ADVENTURE TIME



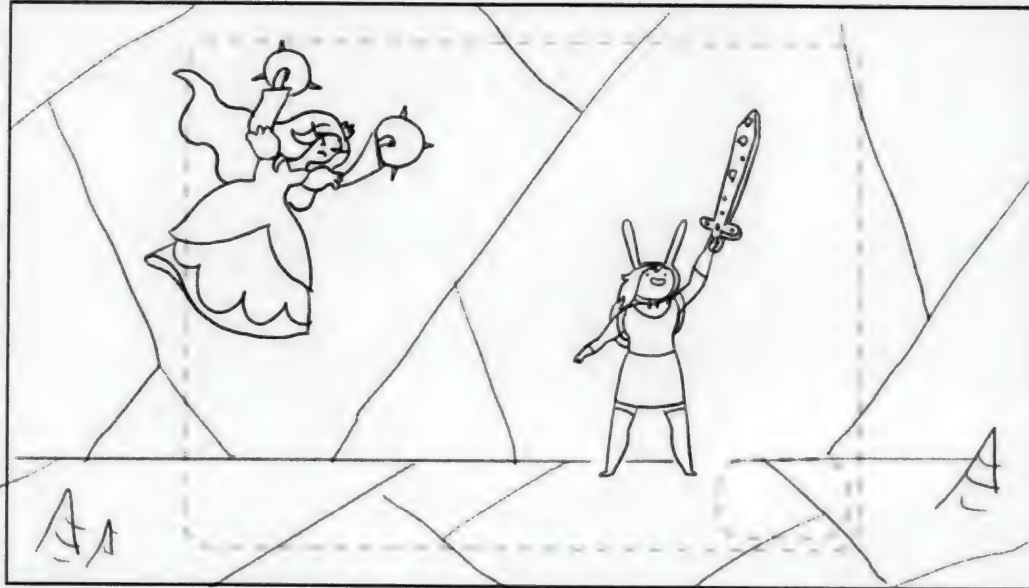
Page 283

Sc. 167

Pnl. A

Bg.

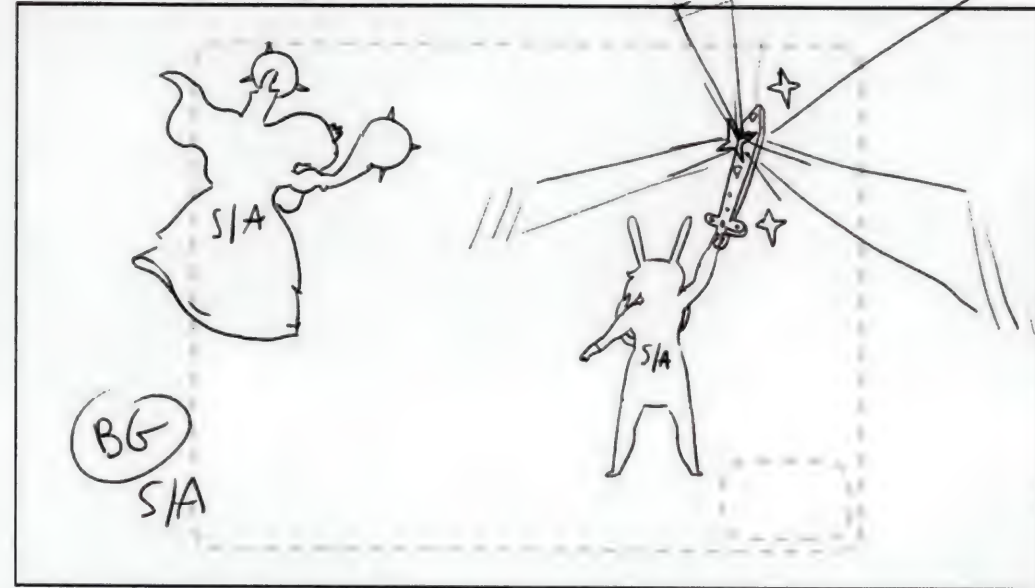
day night



Sc. 167 *CONT* Pnl. B

Bg.

day night



EPISODE # 1034-237

1034/237

Production :

Dialog: F: Tasty.

SFX: Sword glimmer

Action:

Bright flash of light

Timing:

OCT 30 2015

1034/237

1034/237

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# ADVENTURE TIME

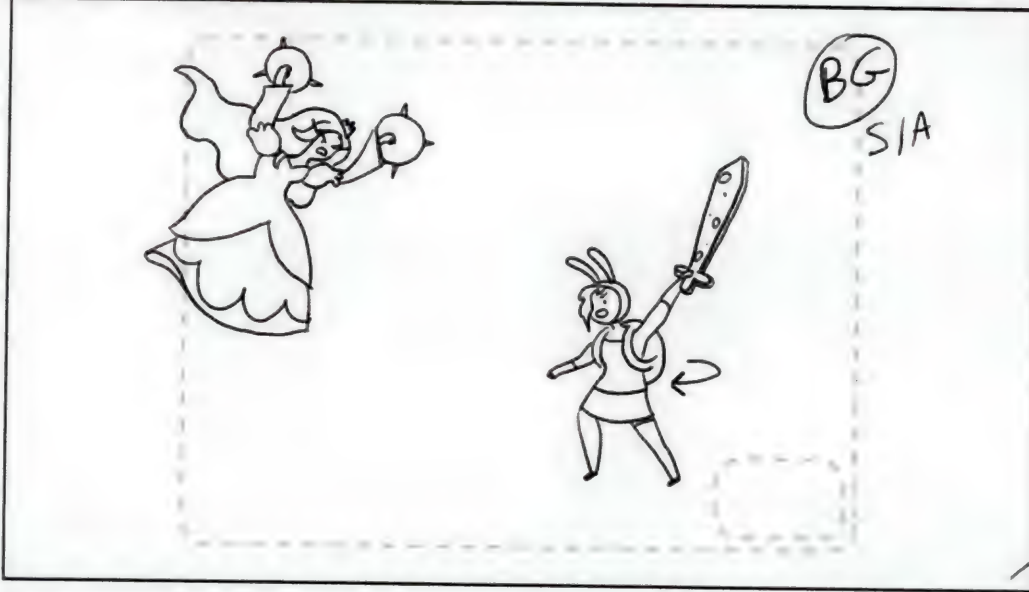


Page 284

Sc. 167 *cont* Pnl. C

Bg.

day night



Sc. 167 *cont* Pnl. D

Bg.

day night



EPISODE #

1034-237

1034/237

Production :

Dialog: F: Hey Ice Queen!

Action:

OCT 30 2015

Timing:

1034/237



ADVENTURE TIME



Sc. 168 Pnl. A Bg. day night



Sc. 169 Pnl. A Bg. day night



Dialog: C: I really liked your story! The imagery was tight!

Action:

Timing:



OCT 30 2015

Production :

EPISODE #

1034-237

1034/237

1034/237

1034/237

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# ADVENTURE TIME



Page 286

Sc. 169 *CONT* Pnl. B

Bg.

day night



Sc. 169 *CONT* Pnl. C

Bg.

day night



EPISODE # 1034-237

1034/237

Dialog:

IQ: Can you believe it was my  
1<sup>st</sup> draft? ~~SEX~~ \*ZAP\*

Action:

OCT 30 2015

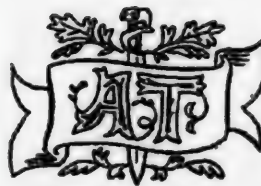
Timing:

Production :

1034/237



# ADVENTURE TIME



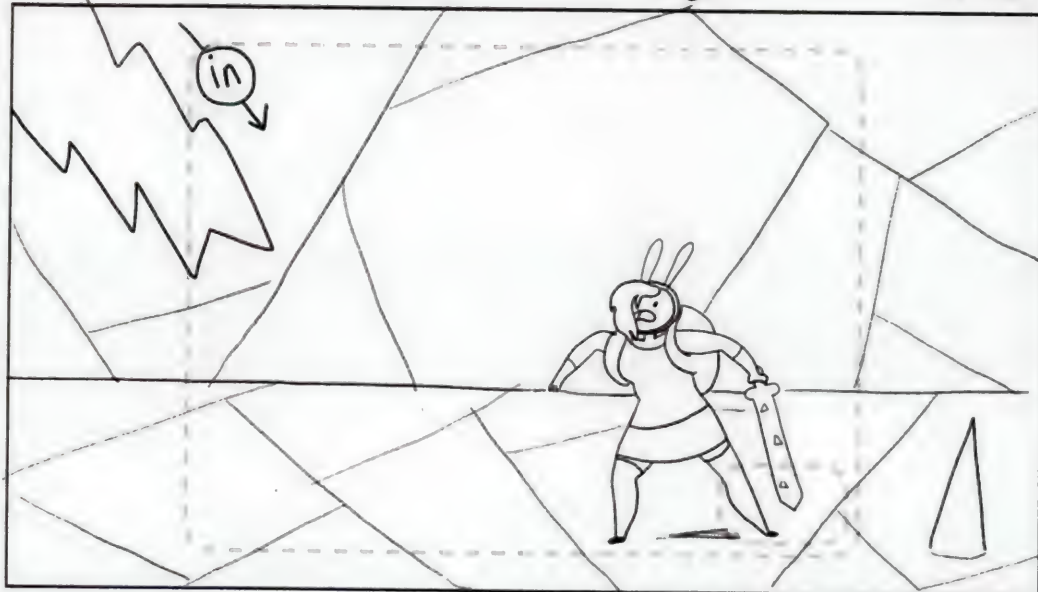
Page 287

Sc. 170

Pnl. A

Bg.

day night

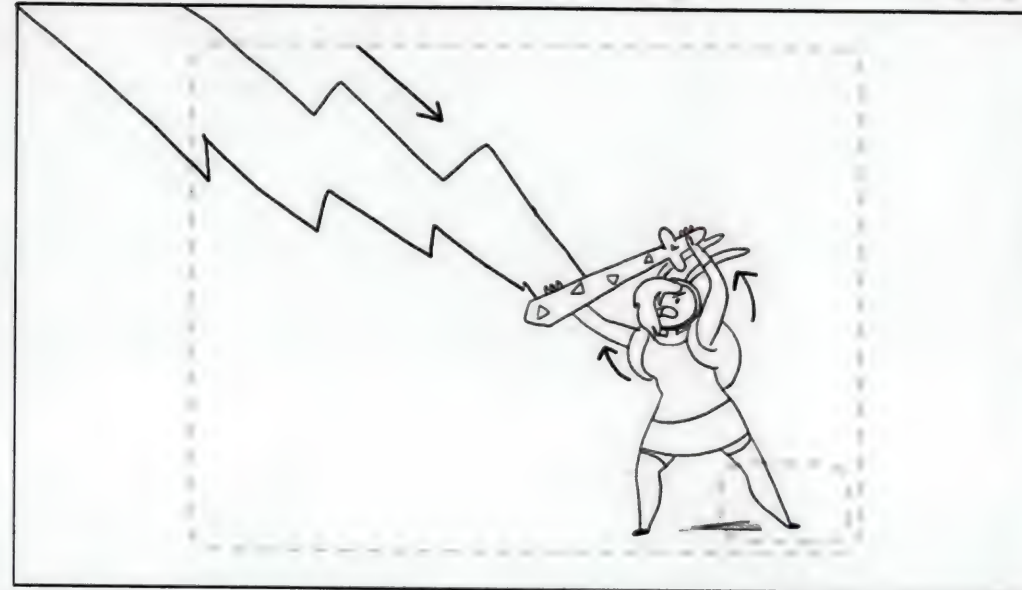


Sc. 170 *cont*

Pnl. B

Bg.

day night



Dialog:

F: No way!

Action:

- BAT FLIES ON/S.

Timing:

OCT 30 2015

EPISODE #

1034-237

Production :

1034/237

1034/237

1034/237

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170 cont

# ADVENTURE TIME



day night

Page 288

ⓓ  
stop  
A

STOP

Diag PAN  
w/action

START

ⓐ

ⓐ

ⓐ  
start

EPISODE # 1034-237

Production :

OCT 30 2015

-PAN w/ BOLT.

ⓕ deflects the ice attack w/  
her sword.

Action:

Timing:

1034/237

1034/237

1034/237



# ADVENTURE TIME



Page 289

Sc. 170 CONT Pnl. E Bg.

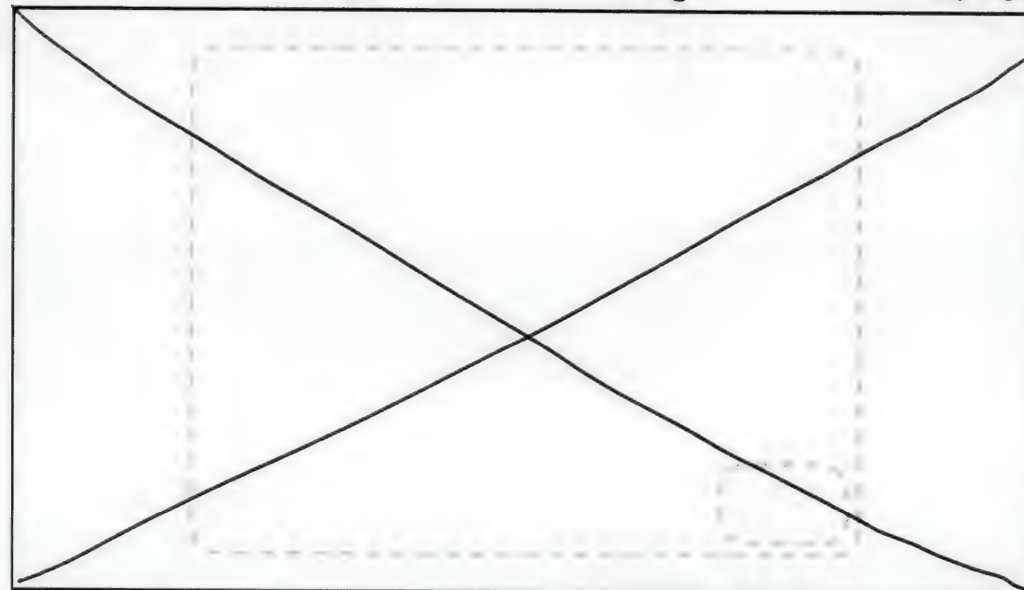
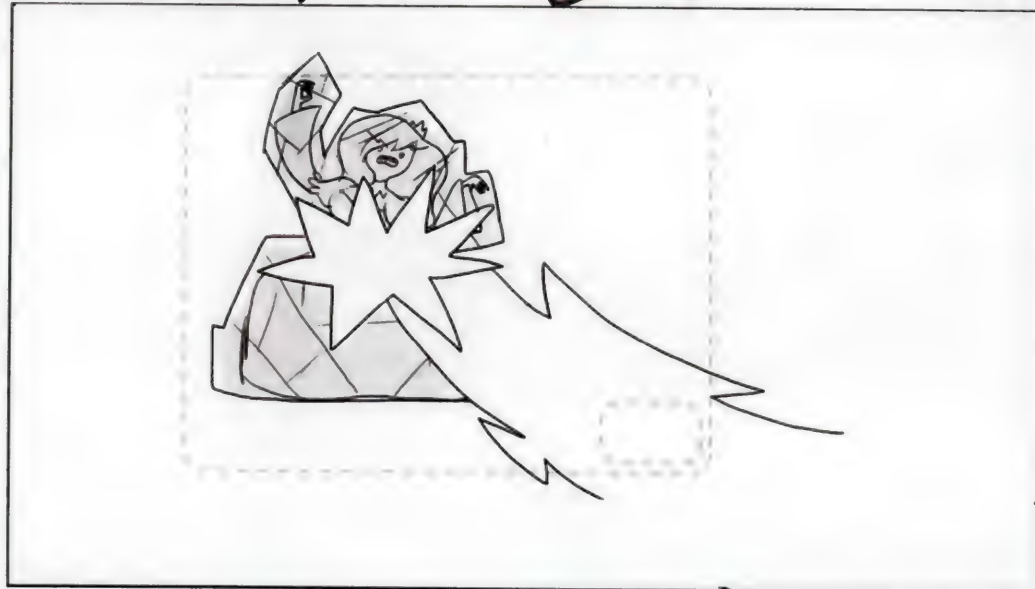
day night

Sc.

Pnl.

Bg.

day night



Dialog:

IQ: AH!

Action:

- BOLT FREEZES IQ.

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237

# ADVENTURE TIME



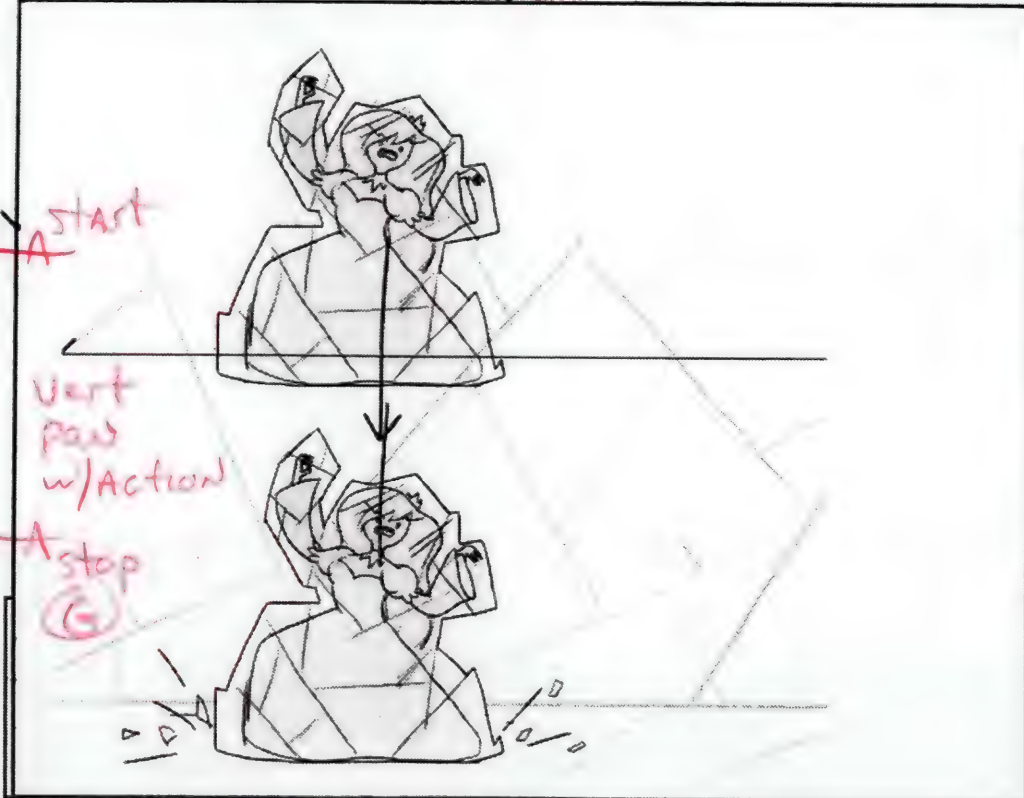
Page 290

Sc. 170 *cont* Pnl. **F** Bg.

day night

Sc. 170 *cont* Pnl. **H** Bg.

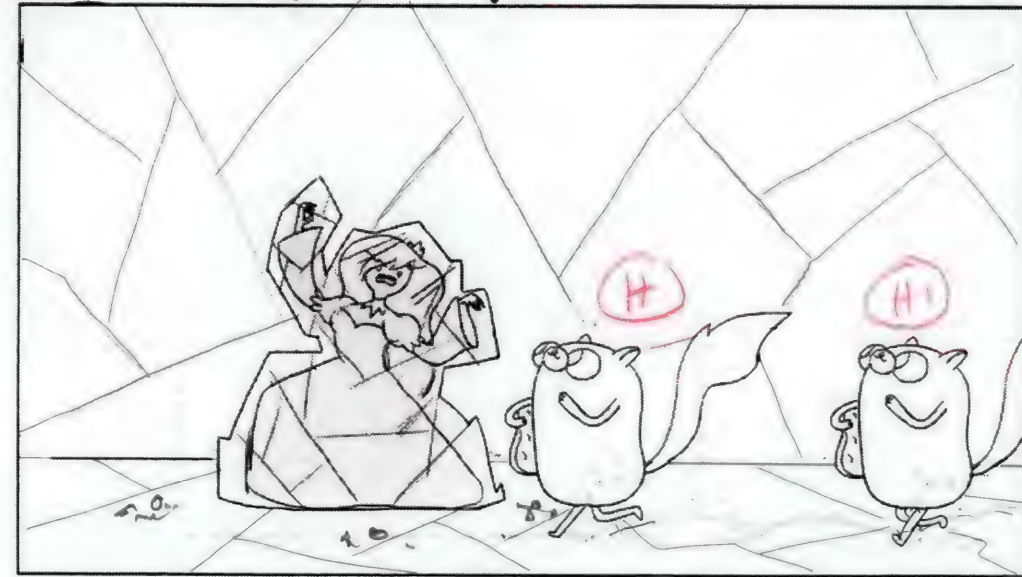
day night



Action:

SFX. \* CLUNK \*  
- IQ FALLS TO GROUND.

Timing:



EPISODE # 1034-237

Production :

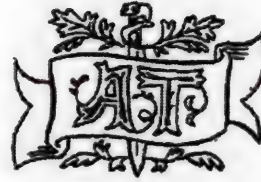
1034/237

1034/237

1034/237



# ADVENTURE TIME



Page 291

Sc. 171

Pnl. A

Bg.

day night

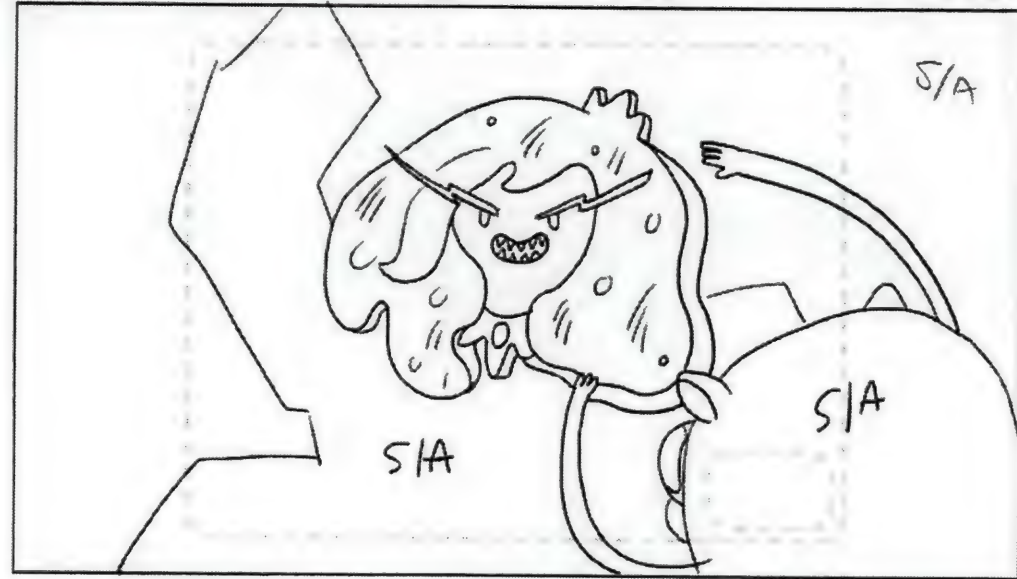


Sc. 171 *cont*

Pnl. B

Bg.

day night



Dialog:

C : Gotcha!

Action:

-C. PLOPS FLAPJACK ON IQ'S FACE

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

ADVENTURE TIME



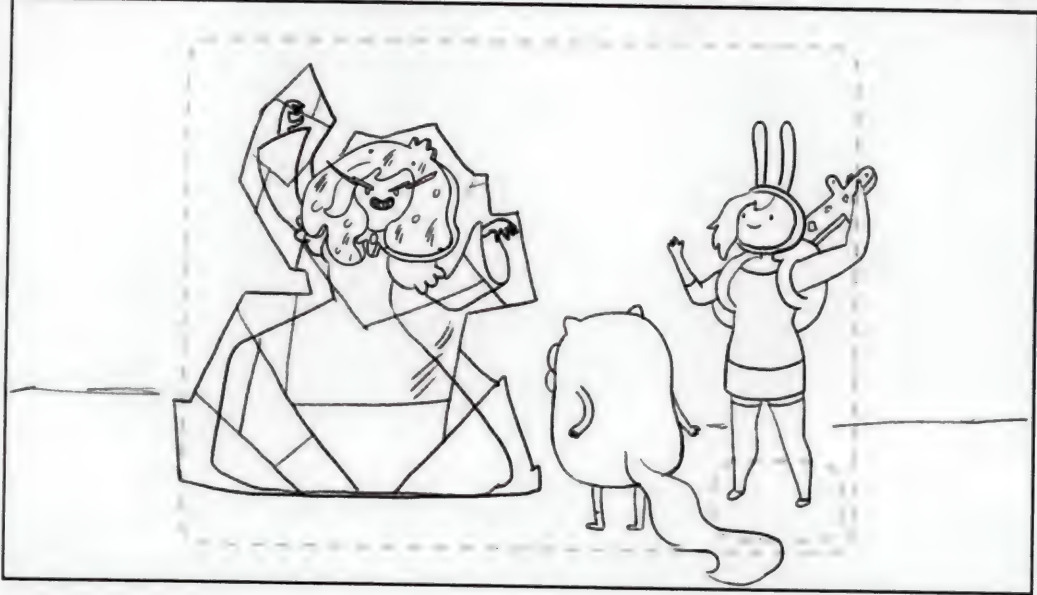
Page 292

Sc. 172

Pnl. A

Bg.

day night



Sc. 172 cont Pnl. B

Bg.

day night



Dialog:	
<u>F</u> : This is your best flapjack, yet!	<u>C</u> : I call it "Portrait of an author".
Action:	
Timing:	

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

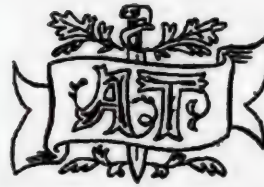
1034/237

1034/237

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# ADVENTURE TIME



Sc. 172 *cont* Pnl. C

Bg.

day night



Sc. 172 *cont* Pnl. D

Bg.

day night



Dialog:

F : HA. I really did like her story, though.

Action:

OCT 30 2015

Timing:

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Production :

1034/237

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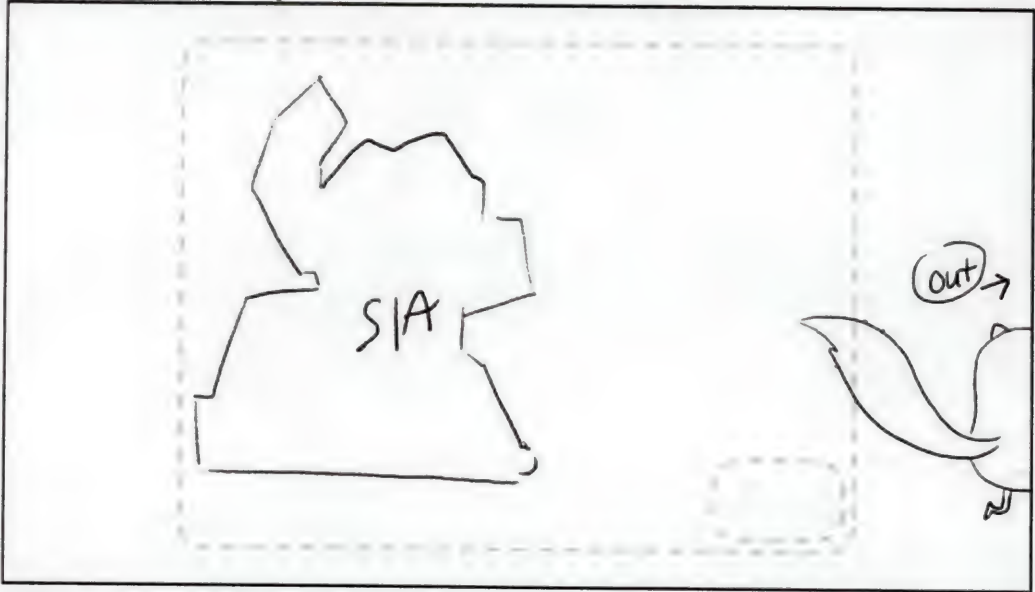
ADVENTURE TIME



Sc. 172 *cont* Pnl. E

Bg.

day night



Sc. 172 *cont* Pnl. F

Bg.

day night



Dialog:

F(Far, off screen) / I wonder how that Ice President got elected?

Action:

- F+C WALK OFF/S.

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Timing:

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Production :

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1034/237



1034/237

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# ADVENTURE TIME



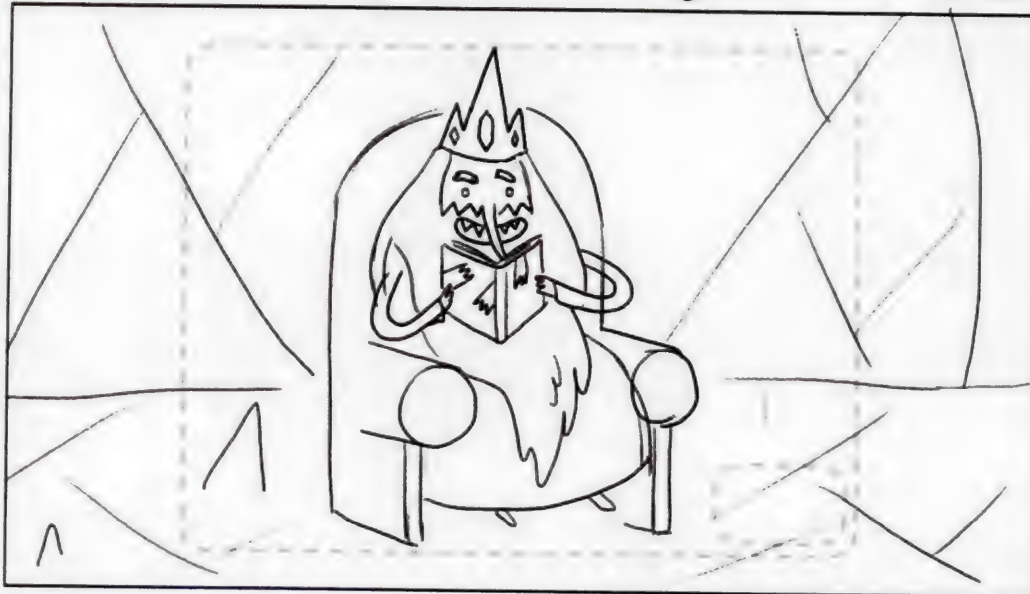
Page 295

Sc. 173

Pnl. A

Bg.

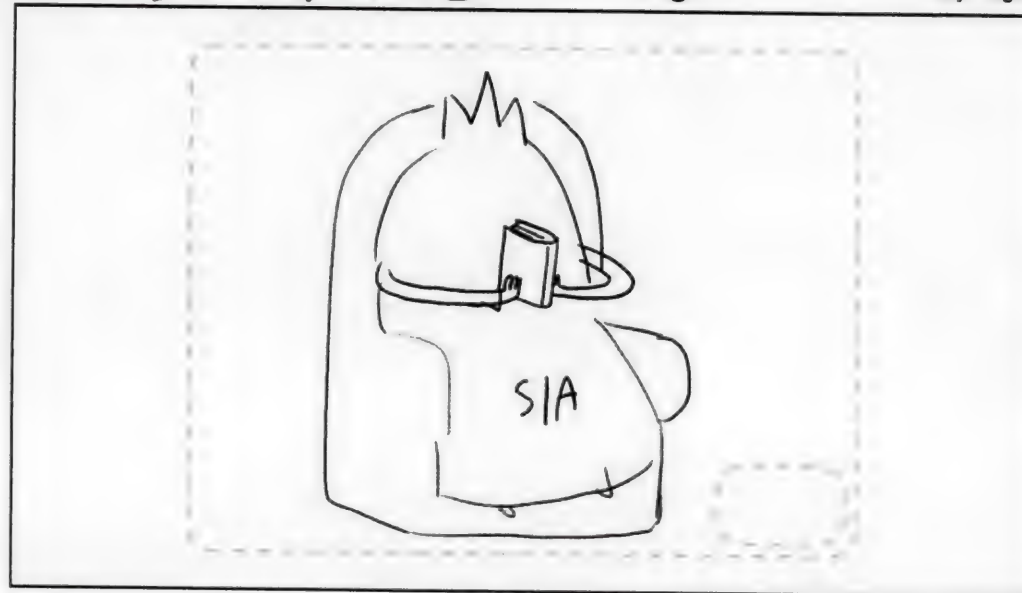
day night



Sc. 173 *cont* Pnl. B

Bg.

day night



Dialog:

IK: Talk about life imitating art.

Action:

IK Closes book.

OCT 30 2015

Timing:

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Production :

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1034/237

1034/237

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# ADVENTURE TIME



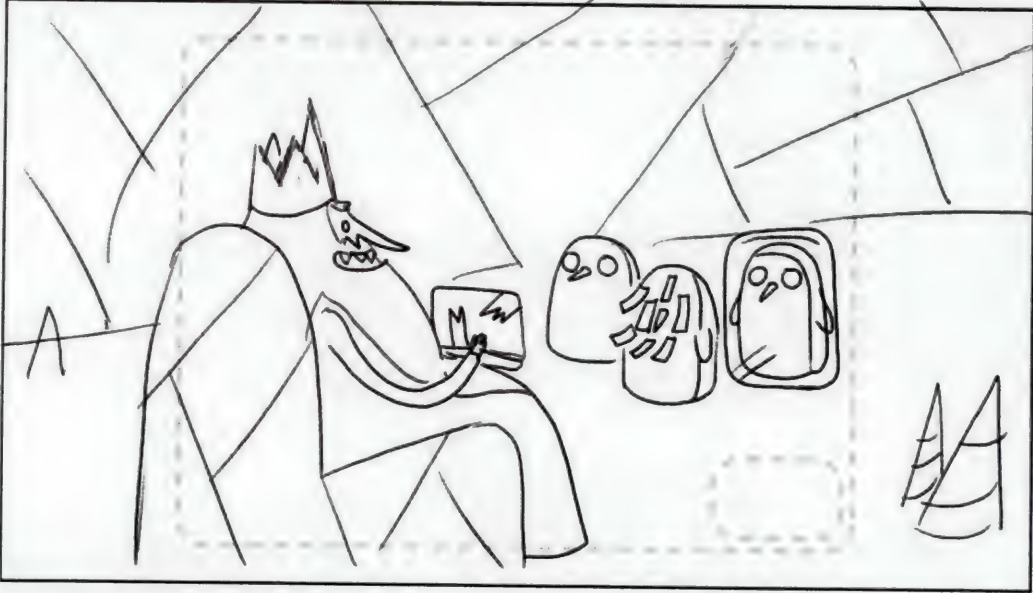
Page 296

Sc. 174

Pnl. A

Bg.

day night

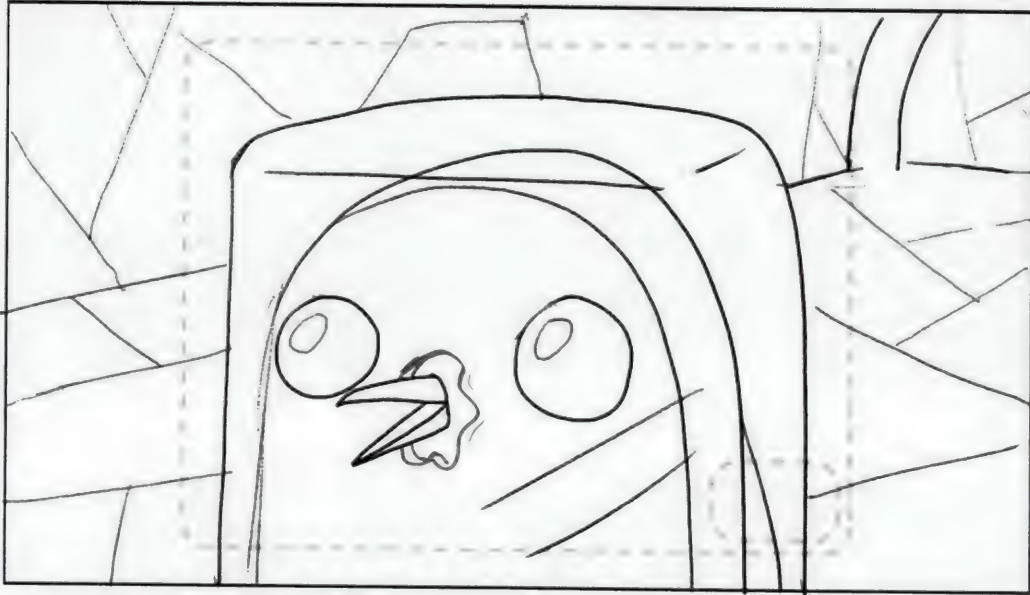


Sc. 175

Pnl. A

Bg.

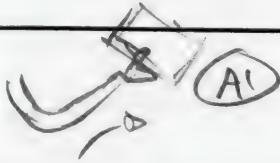
day night



Dialog: Ik: Gunter, did you see what daddy did?  
Did you guess the secret theme?

G: WENK!

Action:



Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237



# ADVENTURE TIME



Page 297  
**NO PG-298**  
 day night

Sc. 176

Pnl. A

Bg.

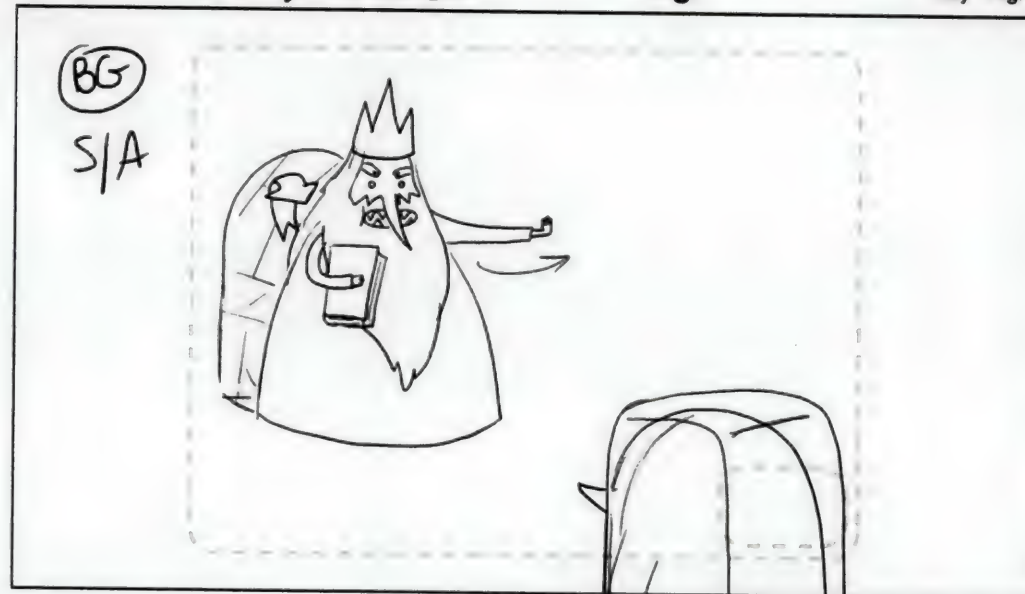
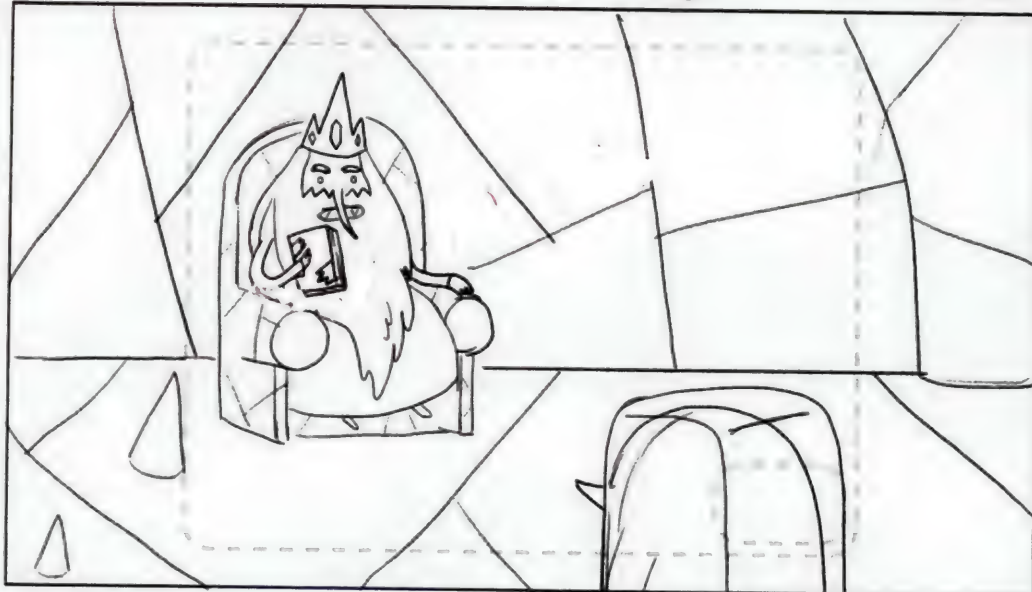
day night

Sc. 176

*cont*

Pnl. B

Bg.



(BG)  
 S/A

Dialog:

IK: NO!

IK: You're way off!

Action:

- IK STANDS UP

OCT 30 2015

Timing:

EPISODE # 1034-237

Production :

1034/237

1034/237

1034/237

# ADVENTURE TIME

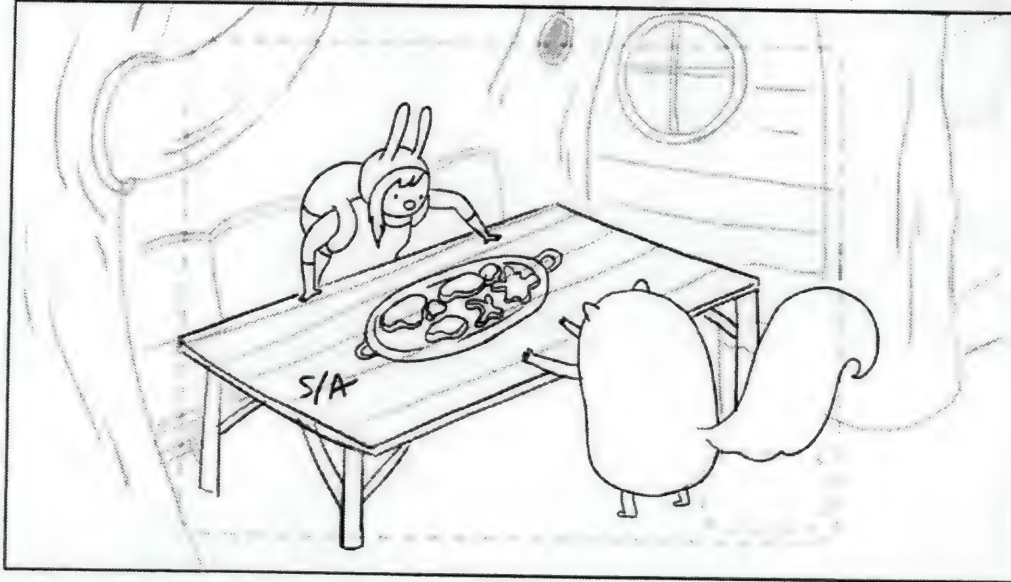


Sc. 177

Pnl. A

Bg.

day night

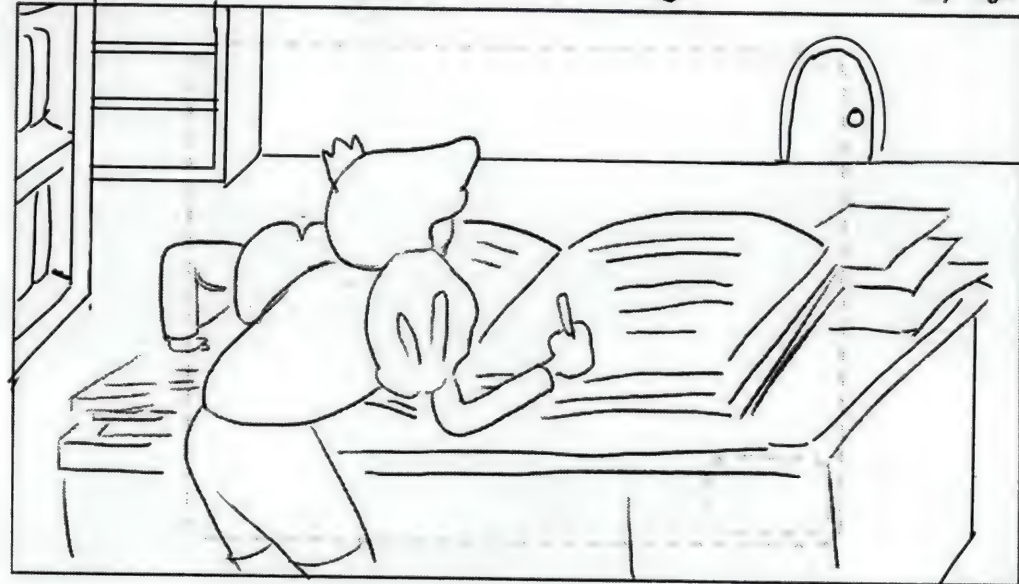


Sc. 178

Pnl. A

Bg.

day night

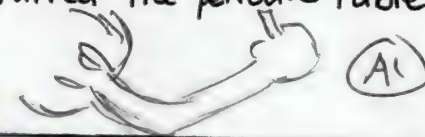


Page 299

Dialog:

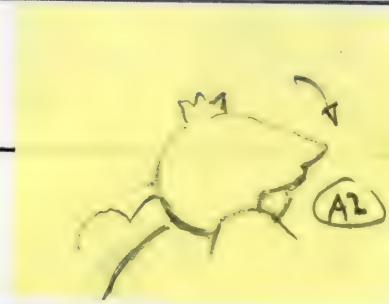
(IK) v/o: Fionna and Cake were at the breakfast table.

(IK) Gumball consulted the periodic table.



Action:

Timing:



Looks on

OCT 30 2015

1034-237

EPISODE #

Production :



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# ADVENTURE TIME



Page 300

Sc. 179

Pnl. A

Bg.

day night



Sc. 180

Pnl. A

Bg.

day night



Dialog:

IK: Flame prince set fire to the  
table of contents.

IK: The purple thing had a tablespoon  
of serum

Action:

OCT 30 2015

Timing:

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Production :

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1034/237

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# ADVENTURE TIME



Page 301

Sc. 181

Pnl. A

Bg.

day night



Sc. 181 *cont*

Pnl. B

Bg.

day night

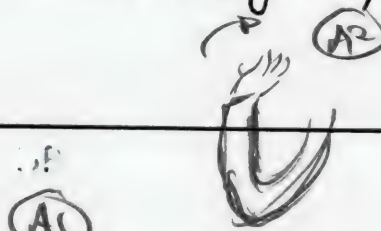


Dialog:

IK: And Ice Queen did a tabley thing too, probably.

G: WENK!

Action:



Timing:

OCT 30 2015

EPISODE # 1034-237

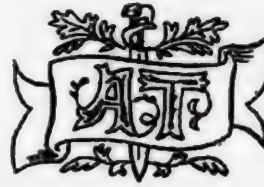
Production :

1034/237

1034/237



# ADVENTURE TIME



Page 302

Sc. 181 *CONT* Pnl. C

Bg.

day night



Sc. 181 *CONT* Pnl. D

Bg.

day night



Dialog:

IK: AGREED. They're not like regular stories...  
They're shorter.

Bat  
IK  
S/A (C)

Action:

Timing:

IK: I'll call them... Graybl-

(IK) Pats  
his nose

(D1)  
(D2)

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237



# ADVENTURE TIME



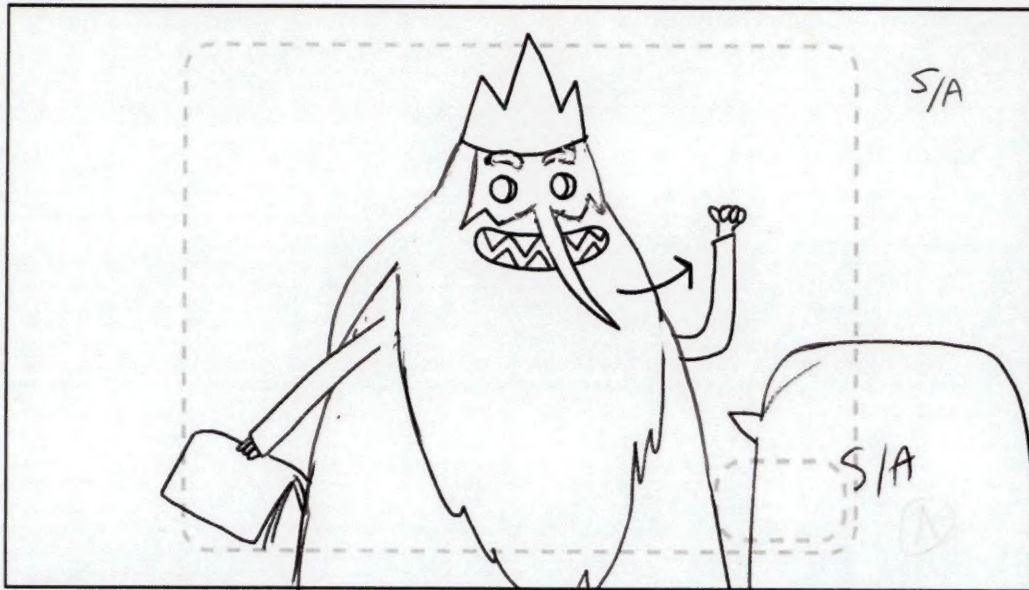
Page 303

Sc. 181 *cont*

Pnl. E

Bg.

day night

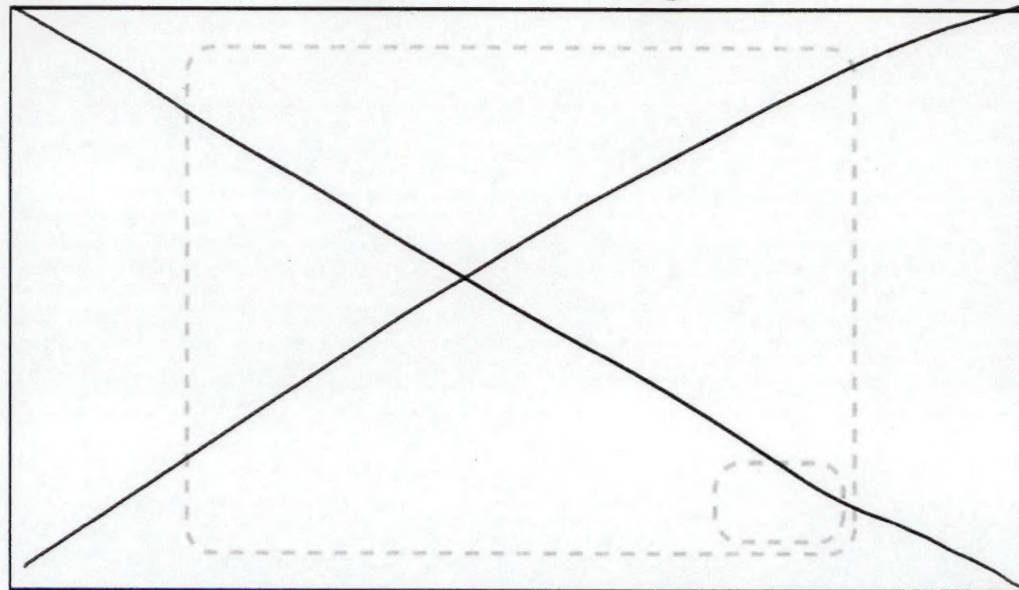


Sc.

Pnl.

Bg.

day night



Dialog:

IK: NO - TABLES!



Action:

Timing:

OCT 30 2015

EPISODE # 1034-237

Production :

1034/237

1034/237



# ADVENTURE TIME



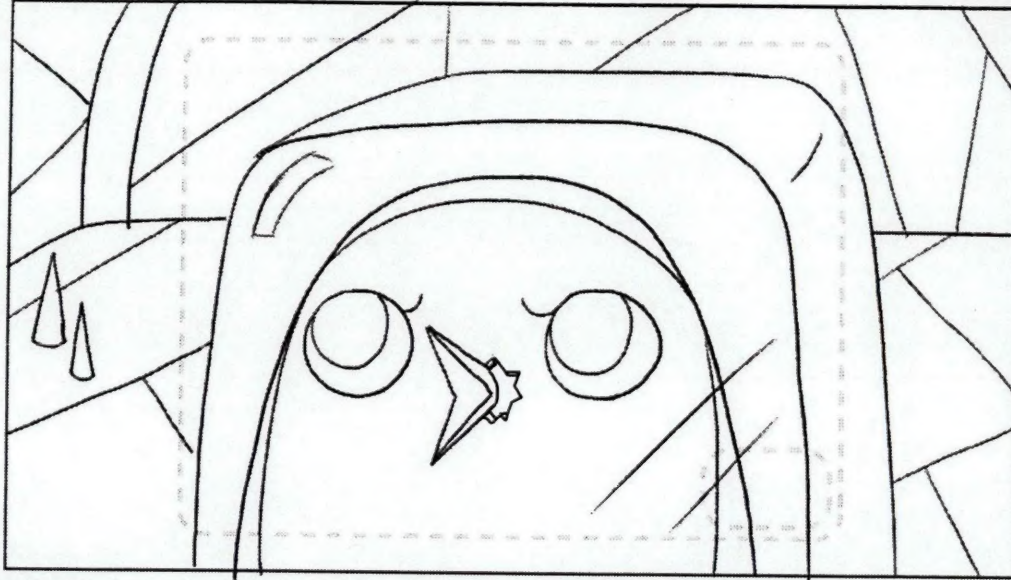
Page 301

Sc. 182

Pnl. A

Bg.

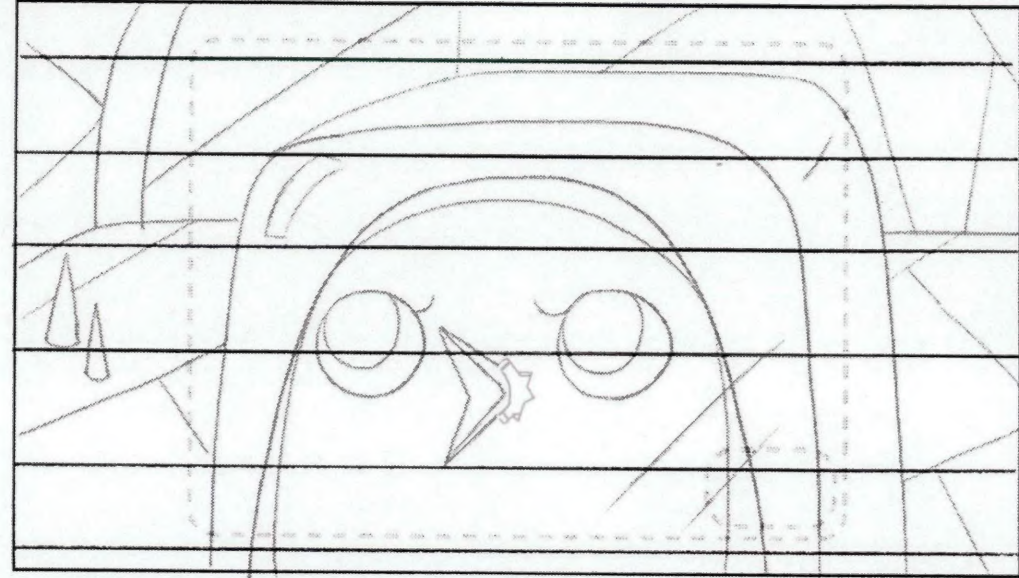
day night



Sc. 182 *CONT* Pnl. B

Bg.

day night



Dialog:

G: WENK!

Action:

Timing:



Dissolve to a TV Screen.

OCT 30 2015

EPISODE # 1054-237

Production :

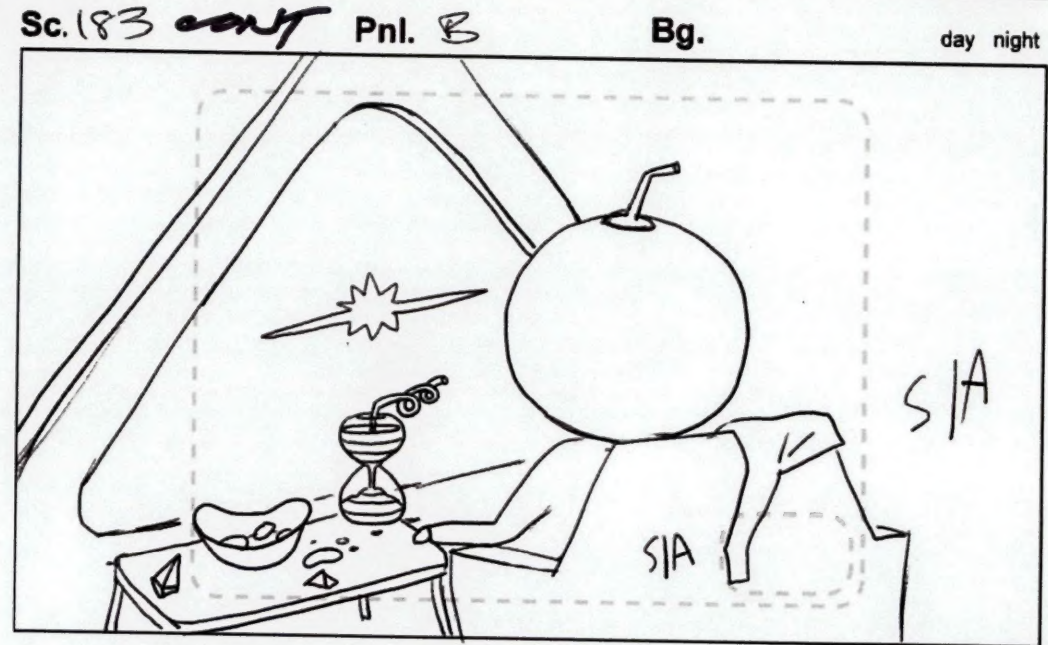
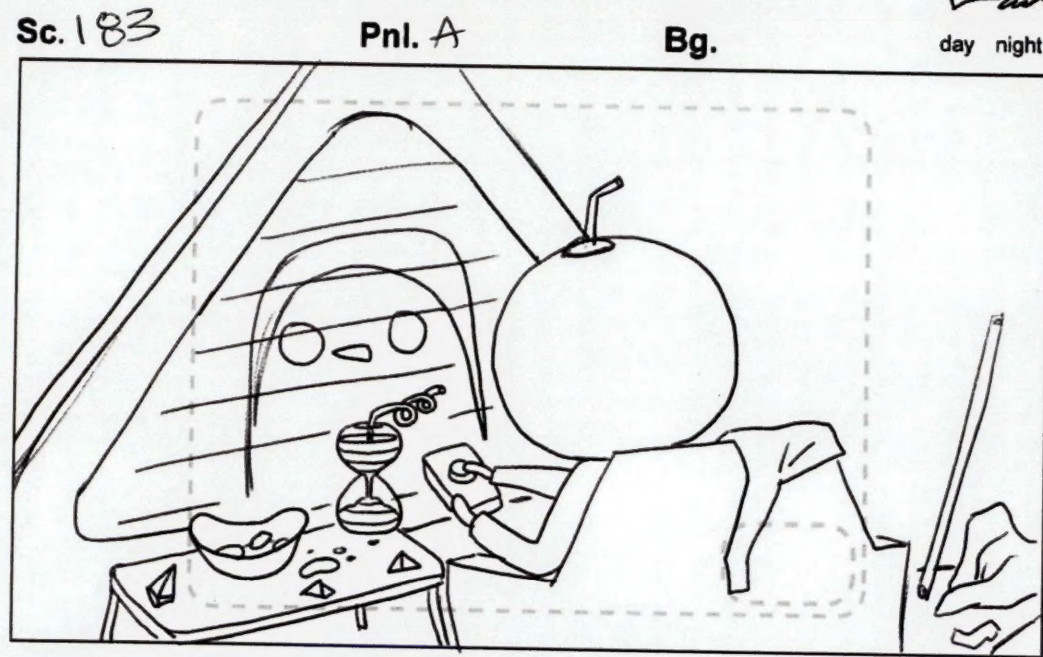
1034/237

1034/237

1034/237



# ADVENTURE TIME



<p>Dialog:</p> <p>SFX: 'CLICK'</p> <p>- BEAT -</p>	
<p>Action:</p> <p>Room very messy. (C) unaware anyone's watching him.</p>	<p>SCREEN turns off, Cuber stares into space.</p>
<p>Timing:</p>	<p>OCT 30 2015</p>

EPISODE # 1034-237

Production :



# ADVENTURE TIME

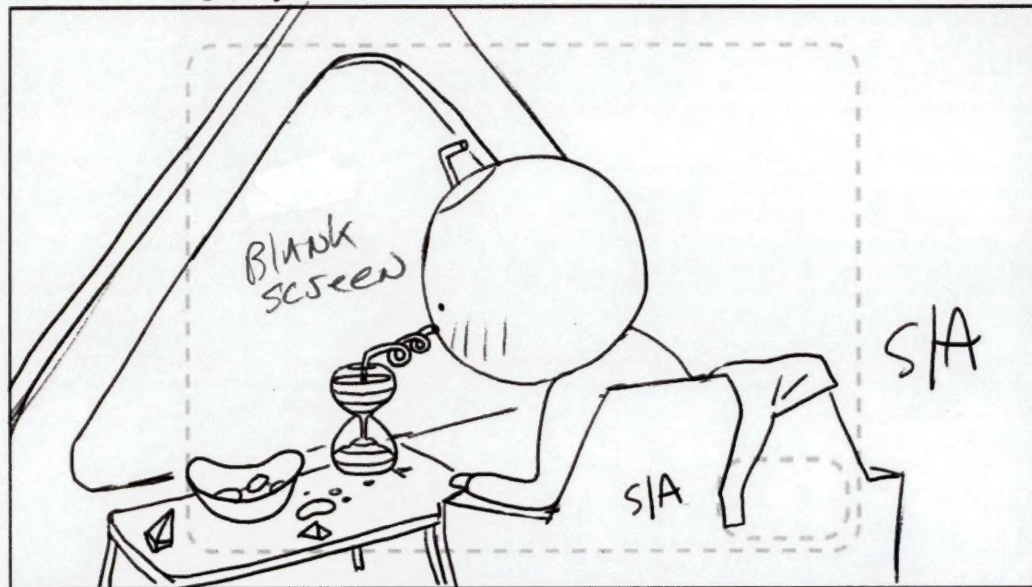


Page 306

Sc. 183 *cont* Pnl. C

Bg.

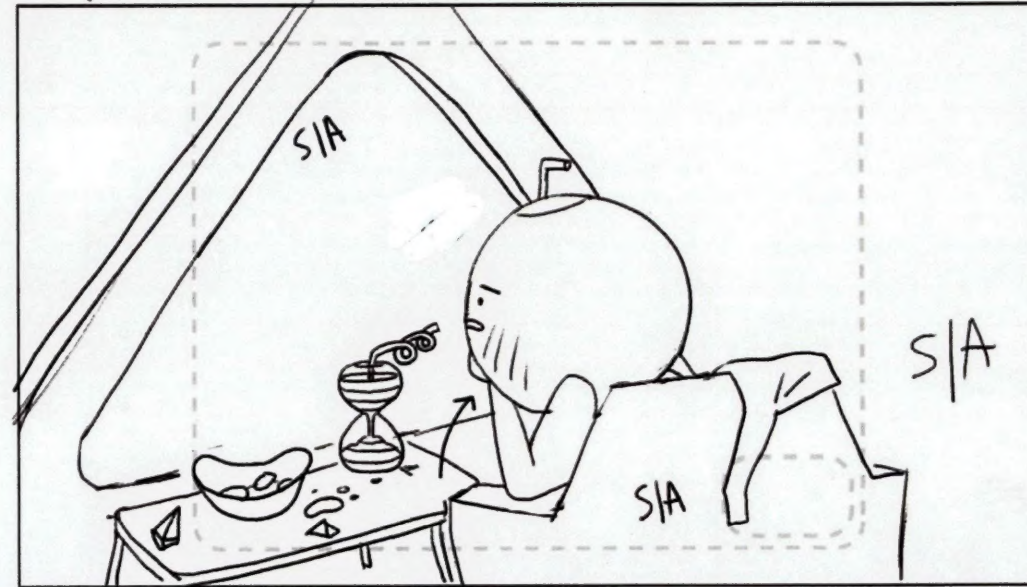
day night



Sc. 183 *cont* Pnl. D

Bg.

day night



Dialog:

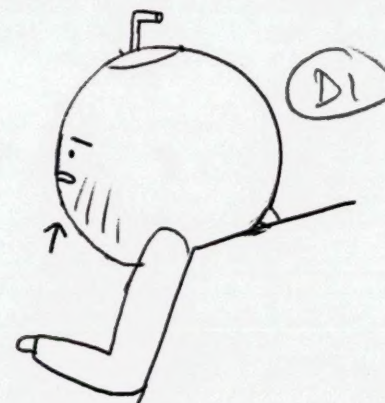
SFX: SLUUUURP

CUBER: (quiet, haunted tone): I'll never look  
(to himself) at tables the same way, again.

Action:

-Cuber drinks from rainbow hourglass

Timing:



OCT 30 2015

Production :

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1034/237

1034/237

1034/237